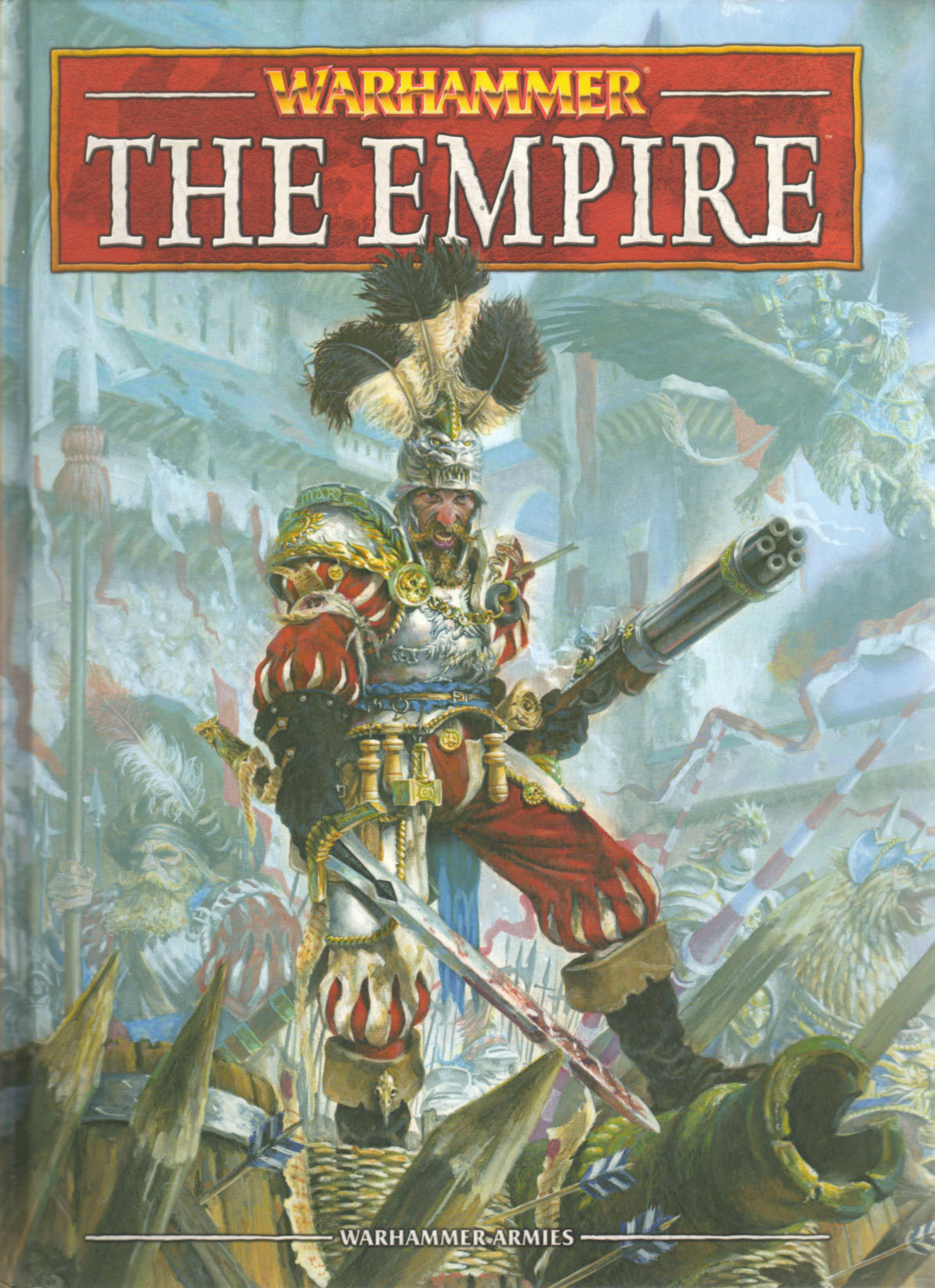
WARHAMMER®

THE EMPIRE™



WARHAMMER ARMIES

THE EMPIRE

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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INTRODUCTION

Welcome to *Warhammer: The Empire*, your indispensable guide to the largest and most powerful realm in the Old World. This book provides all the information you'll require to collect and play with an Empire army in games of Warhammer.

WHY COLLECT THE EMPIRE?

The Empire is a vast nation of Men that fights for its survival with each passing day. Ruled over by the Emperor, Karl Franz, the discipline and martial skill of its armies is renowned throughout the Old World. The backbone of the Empire's military might, and the reason it has endured in a world filled with both brutal savages and bloodthirsty monsters, is its armies of professional soldiers.

An Empire army deployed for battle is a magnificent spectacle. The Emperor's forces comprise columns of brightly uniformed soldiers marching to war beneath glorious banners. These seasoned warriors are supported by a wide assortment of troops, including noble knights armoured in fine polished steel, thunderous black-powder artillery pieces, mysterious Battle Wizards and religious devotees who can harness the power of the gods.

HOW THIS BOOK WORKS

Warhammer army books are split into sections, each of which deals with a different aspect of the titular army. *Warhammer: The Empire* contains:

- **The Heirs of Sigmar.** This section describes the history of the Empire, from its founding by Sigmar over two and a half thousand years ago, through centuries of terrible invasions and civil wars, to the current reign of Emperor Karl Franz. Also included is a map of the Empire and details of the many heroic battles fought as the Emperor's forces have struggled to protect their realm from the predations of its enemies.
- **Soldiers of the Empire.** Each and every troop type in the Empire army is examined here. You will find a full description of each unit alongside the complete rules for any special abilities or options they possess. This section also includes the Imperial Armoury, detailing weaponry and upgrades that are only available to the Empire, and the Heirlooms of Magic – magical artefacts that are unique to the army – along with rules to use them in your games.
- **Colours of the Empire.** Here you will find a showcase of the range of Citadel miniatures available for the Empire army, gloriously painted by Games Workshop's world-renowned 'Eavy Metal team.
- **The Empire Order of Battle.** This section takes all of the characters, warriors, monsters and war machines from the Soldiers of the Empire section and arranges them so you can choose an army for your games. Units are classed as characters (Lord or Heroes), Core, Special or Rare, and can be taken in different quantities depending on the size of the game you are playing.

FIND OUT MORE

While *Warhammer: The Empire* contains everything you need to play a game with your Empire army, there are always more tactics to use, different battles to fight and new painting ideas to try out. The monthly magazine White Dwarf contains articles about all aspects of the Warhammer hobby, and you can find articles specific to the Empire on our website:

www.games-workshop.com

THE HEIRS OF SIGMAR

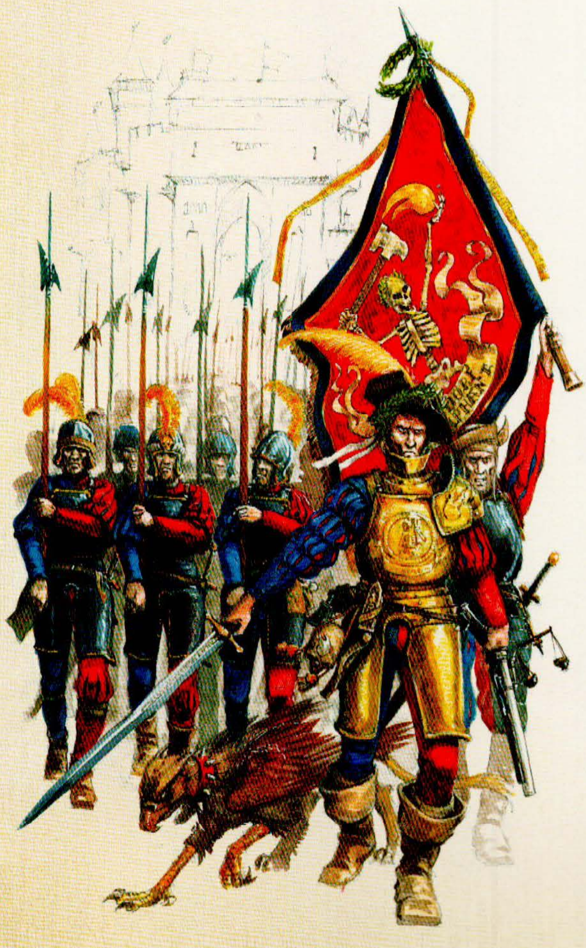
The year is 2522 and it is the reign of Emperor Karl Franz. More than two centuries have passed since Magnus the Pious reunited a divided realm, a time in which the Empire has rebuilt and grown powerful. However, evil still lurks in the depths of the land. Mutant monsters prowl its dark forests, malevolent ratmen plot beneath its cities and the living dead rise from its graveyards. Old enemies look enviously across its borders, and the threat of invasion from greenskins and Chaos-worshipping barbarians is an ever-present danger. Indeed, the Empire faces dire circumstance, and to survive, it is constantly at war.

And it has ever been thus. The Empire's very birth was forged in battle: the legendary warrior Sigmar united the primitive tribes of Men in order to drive off hordes of Orcs and Goblins. Since those ancient times, the Empire has grown into the prominence with which it dominates the Old World. These are the chronicles of the Empire's rise to power...

THE EMPIRE

The Empire lies at the heart of the Old World and it is the most powerful of all the realms of Men. But it is a realm in constant turmoil, beset on all sides by the ferocious and the unholy. Truly, the Empire is a land of ever-present danger where death and war are never far away. Yet despite the bloodshed, this great nation endures still, its cosmopolitan cities and military strongholds forming bulwarks against the sea of savagery.

The Empire stretches from the icy Sea of Claws in the north to the soaring Black Mountains in the south. It is a land covered by dense forests and surrounded by mountain ranges, all infested by murderous brigands, foul mutants and ravenous monsters. Isolated against this treacherous backdrop are prosperous cities, where skilled craftsmen and affluent merchants trade their wares, and where brave soldiers and noble statesmen work to safeguard the Empire's future. Beneath this veneer of sophistication, however, the Empire is a brooding land full of ignorance and superstition, where fearful peasants clutch talismans to ward off evil sorceries and appease the gods of old. In stark contrast to the wealthy districts are slums, rife with thieves, vagabonds and heretical cults that prey on their fellow man. All aspects of human endeavour can be found within the Empire, and for every noble hero that walks the streets, there is a murderous cutthroat lurking not far away.



THE RULERS OF MEN

The Empire was founded many long ages ago by the warrior-god Sigmar, and since then, it has seen its people through a great deal of upheaval. Though the Empire has not always been united according to Sigmar's vision, and has even suffered long periods of internal strife, it has always stood strong against those forces that would threaten its survival. The Elector Counts, as the rulers of the provinces, forge their alliances, maintain their militaries and run their governments as suits their own region and its needs. However, their strength together has always been the source of their greatest victories, especially when united behind a capable Emperor.

THE ARMIES OF STATE

A mass of brightly uniformed infantry forms the bulk of every Empire army. Disciplined ranks of Spearmen and grim Halberdiers march into battle alongside companies of flamboyant Swordsmen, their advances covered by the fire of vast blocks of Archers, Handgunners and Crossbowmen. Countless thousands of these loyal soldiers stand ready to defend their realm. Beside these brave men march disillusioned bands of Flagellants, fiery Warrior Priests and grim Witch Hunters tasked with dealing out righteous retribution to the manifold evils of the world.

The Emperor's armies can also call upon the expertise of the Imperial Gunnery School, whose mighty cannons and mortars blast the foe from afar, and the experimental creations of the Imperial Engineers School, inventors of some of the most unpredictable, and occasionally deadly, tools of war in an Empire army. However, the most mysterious of Imperial institutions are the Colleges of Magic, responsible for training the Empire's Battle Wizards. Though wizards are mistrusted by the superstitious folk of the Empire, their eldritch powers and arcane weapons make them an essential tool on the field of war.

Finally, the armies of the Empire are bolstered by the heavy cavalry of the Knightly Orders, noble-born warriors clad in the finest polished steel. When war calls, the Grand Masters of the Knightly Orders lead their men forth, galloping towards the foe in sweeping charges as they drive their lances deep into the heart of the enemy battle line.

AN EMPIRE UNDER SIEGE

Over the centuries, the Empire has suffered brutal invasions, rampant plagues, bloody civil wars, and the predations of foul monsters too numerous to mention. Now, during the reign of Emperor Karl Franz, the Empire has never faced greater threats. All of its ancient foes have regrouped and are preparing their next barrage of devastating attacks. Orcs gather in the mountains, Skaven lurk beneath the great cities, while foul Chaos cults hide within their walls. Whatever foul and insidious form it takes, and from whichever direction the first strike comes – the doom of the realm seemingly draws near. In such war-torn times, the armies of the Emperor must hold the line against these unrelenting dangers. They must not waver and cannot fail, for if the Empire falls, the civilised world will be drowned in a tide of blood and death.

THE HISTORY OF THE EMPIRE

Most of what is known from the earliest days of the Empire comes from Dwarf records. The long wars between the Dwarfs and Elves had ended; the Dwarfs retreated to their mountain holds in the Worlds Edge Mountains and the High Elves abandoned their colonies, crossing the sea back to Ulthuan. Though the Dwarfs remained, their influence was much weakened, for many of their most powerful kings were dead and their holds overrun. These ancient times had been a period of great disorder, and exact historical detail is scarce, but it is known that when the mountains of the east erupted in flames and were riven by mighty earthquakes, the power of the Dwarfs was finally broken and a new power was to rise in strength and ambition – Orcs and Goblins.

Hordes of greenskins poured across the Worlds Edge Mountains, through passes previously guarded by Dwarf fortresses, to ravage the lands west of the mountains. As the Dwarf realms reeled from the never-ending attacks, many of the tribes of Man began migrating southwards: Unberogens, Teutogens, Thuringians, Cherusens, Norsii and Merogens to name but a few. These primitive tribes were a far cry from the civilised men of the Empire today; uncouth barbarians clad in rough furs, they dwelt in mud huts and carried crude weapons of stone or bronze. However, the Dwarf records tell that these men were courageous and hardy, recounting how they battled against the brutal Orcs and Goblins for possession of the dark forests.

Somewhere, somehow, the Dwarfs and the humans forged an alliance that was to prove mutually beneficial over the next several hundred years. Many Dwarfs fled westwards, away from the ruins of the Worlds Edge Mountains, and some founded holds in the Grey Mountains to the south. Perhaps it was the Dwarf merchants trading for fur, charcoal and mineral ore who were the first to deal with the tribes of Men on a regular basis. In any case, it is certain that when they fought in common cause against the greenskin hordes, both Dwarfs and Men recognised potential in each other. The Dwarfs saw new allies who could help them win back their lost mountain empire, and Men were eager to learn the secrets of metalworking and the means of forging strong weapons of iron.

The human tribes had never marched beneath one banner, but the Dwarfs were able to broker allegiances and truces that brought thousands of fierce, well-armed warriors eastwards. The mightiest of these men was known as Sigmar, the first son of the Unberogen chieftain, whose auspicious birth had been heralded by a twin-tailed comet blazing across the sky. Sigmar was a respected warrior of great nobility, courage and strength, and legend says that by his fifteenth year he had already led the terrifying Unberogens into battle against the Orc hordes dozens of times.

THE RISE OF SIGMAR

As the decades of bloodshed and warfare dragged on, the Orcs and Goblins grew more cunning and, in one daring attack, captured Kurgan Ironbeard – High King of the Dwarfs – as he made his way to the Grey Mountains, as well as several members of his royal household. As fate would have it, Sigmar and his most trusted warriors were already hunting this band of Orcs and caught them in the deep forest before they could escape. Sigmar slew many Orcs that day, burning their foul corpses on a huge pyre after freeing the Dwarf captives. In gratitude for his release, King Kurgan presented Sigmar with a magical heirloom of his family – a magnificent rune-forged warhammer named Ghal Maraz, which means 'Skull Splitter' in the ancient Dwarf tongue. Sigmar accepted the king's generous gift and the two warriors pledged to aid one another in the wars against the rampaging greenskins, and so the bond between Men and Dwarfs became ever stronger even as the threat from the east grew. Sigmar wielded Ghal Maraz in battle after bloody battle like a thunderbolt of destruction, wading into living seas of greenskins and smiting all about him with prodigious fury, earning the nickname 'Heldenhammer' – the Hammer of Goblins.

Upon the death of his father, Sigmar became chieftain of the Unberogens and set about uniting the human tribes of the west through a combination of conquest and cooperation. Sigmar was a powerful and charismatic leader, but above all, he had a vision: a land united under his rule, free of Orcs and Goblins, governed by fair laws and protected by a strong, disciplined army. After years of bloody war and diplomacy, twelve of the great tribes of Men had sworn mighty oaths to follow Sigmar and, together with his Dwarf allies, he drove the greenskin scourge from the lands west of the Worlds Edge Mountains. The few Human tribes who still opposed Sigmar, mostly ancient enemies of the Unberogens, were driven south into the inhospitable Grey Mountains or, like the Norsii, north beyond the Middle Mountains, leaving Sigmar the undisputed ruler of the lands between the Worlds Edge Mountains and the Great Ocean. Thus, when the Dwarfs were once again threatened by hordes of Orcs and Goblins, King Kurgan dispatched the Runesmith, Alaric the Mad, to seek aid from Sigmar and the race of Men.

THE OLD ALLIANCE

In the history of the world, there has never been a greater alliance than that struck between the ancient tribes of Men and the Dwarfs. When one considers the sceptical nature of Dwarfs, it is a miracle that any common ground could be found at all, but in Sigmar they found an ally worthy of their respect and trust. Over and again Sigmar proved that Dwarfen faith was not misplaced; raising the siege of Zhufbar, fighting beside Bori Knarlhelm in the Blood-axe Deeps, holding Black Fire Pass and many more. Dwarfs have long memories and they have not forgotten Sigmar's deeds, nor the pledge of friendship they made with the barbarian king. Thus, while the Dwarfs must occasionally put the Men of the Empire in their place, they will always march in defence of the old alliance – for in a world infested by savage enemies, true friends are hard to find.

Black Fire Pass

As soon as he heard of the danger to the Dwarfs, Sigmar called a gathering of his chieftains and ordered them to muster their warriors. This army joined with that of King Kurgan, and together, they marched to face the vast horde of greenskins that was pushing through Black Fire Pass. The only route by which an army could hope to cross the Black Mountains, many battles have since been fought at this crossing point, but this epic struggle eclipses all others.

The vastly outnumbered armies of Men and Dwarfs stood side by side against the greenskins as they poured up the valley. Though the hordes' ranks were bolstered by foul Trolls and lumbering Giants, Sigmar and King Kurgan had chosen the field of battle with great cunning. Their armies were drawn up where the pass was at its narrowest, where the overwhelming numbers of Orcs and Goblins could be faced on an equal footing.

The battle lasted for many brutal hours, with the howling green tide breaking time and time again against an unbending line of splintered shields and bloodied blades. Sigmar himself fought with the strength and fury of the warrior god Ulric, and no foe could stand against him. Orcs and Goblins were slain by the score and even terrifying Wyverns fell to the Heldenhammer's wrath. As well as Sigmar, great heroes such as Ulfdar the Berserker, Marbad of the Endals and Queen Freya of the Asoborns made their names that grim day, their deeds becoming the stuff of legends for generations to come.

Following a furious counterattack by the elite veterans of the Unberogen tribe, the Orc battle line fell back in disarray for the final time. Sigmar personally led a fearsome charge deep into the enemy ranks. With howls of victory, he and his fellow chieftains cut a swathe through the fleeing greenskins and slaughtered them without mercy. The greenskins had been driven from the field in rout and the threat to the Dwarf realm was ended for many years to come.

The Founding of the Empire

In recognition of this incredible victory, the High Priest of Ulric pronounced Sigmar Emperor of all the lands between the Grey Mountains in the south and the Middle Mountains in the north, and King Kurgan presented Sigmar with a magnificent Dwarf-forged crown. The Emperor and the Dwarf High King swore oaths of eternal friendship to one another and, in gratitude for their aid in saving the Dwarf realms, Kurgan commanded Alaric the Mad to begin the long process of creating twelve magical swords, known as Runefangs, for each of the tribal chieftains.

Sigmar's coronation marks the beginning of the Imperial Calendar and the first day of the Empire. He ruled justly and courageously from his capital, Reikdorf (later to be renamed Altdorf), granting land to the twelve tribal chieftains who had sworn allegiance to him and aided him in his many wars against the greenskins. These divisions were based upon the old tribal territories, but they also absorbed the lands and peoples of many smaller tribes, as well as those that had previously belonged to the enemies of the Unberogens. The chieftains of these twelve provinces each took the title of count and they were bound to Sigmar by oaths of loyalty. In return, they and their heirs were to rule in his name.

Sigmar ruled the Empire for another fifty years and, during this time, rough villages blossomed into small towns, the people multiplied, and many new settlements were founded. Of course, there were still enemies to fight. Marauding Goblins continued to cross over the Worlds Edge Mountains, and there were plenty of savage Human tribes that raided the fledgling Empire from the northern forests beyond the Middle Mountains. Little else is known of Sigmar's reign, for the Dwarf annals thereafter are concerned chiefly with their own affairs. All that is known for certain is that Sigmar eventually put aside his crown and journeyed eastwards, supposedly to Karaz-a-Karak to meet his old friend Kurgan Ironbeard. If he ever arrived, the records do not tell, but he was never seen by his people again. The time of Sigmar passed, and he became a legend, the heroic forebear of his people. Temples and shrines were built to his memory, and a cult grew up to venerate him as the Empire's founder. Within a generation, Sigmar was openly worshipped as a god, with his own priesthood headed by a Grand Theogonist, Johann Helsturm, who became a powerful religious leader. The Cult of Sigmar became one of the most powerful faiths in the land with many thousands of loyal followers, and the hero of Black Fire Pass took his place alongside the pantheon of the old gods of the Empire.

AGE OF ANARCHY

From its earliest days, the Empire was a loosely organised confederacy of tribal leaders, bound by common bonds of friendship and a mutual loyalty to the Emperor. With Sigmar's passing, it was feared that destructive wars would erupt between the counts he left behind, but instead of fighting to see who should rule, the counts gathered at the capital of Reikdorf to decide what should be done. After much tense deliberation, the counts swore that they would hold true to Sigmar's vision. They agreed that one of their number should be chosen to take up the mantle of Emperor, and that the Emperor should hold his title only with the majority consent of the counts themselves. The counts became known thereafter as Elector Counts and the system of elected Emperors was established. This was to continue in one form or another to the present day, even surviving long periods where powerful Emperors manipulated the elective body to further their own interests and times when civil wars erupted amongst rival states.

The Empire grew in power during those early times, but it is also clear that there was little respite from anarchy and war. Rampaging Orc and Goblin warbands swept down from the mountains relentlessly, and in their wake, the battlefields would be stained red with the blood of men. Beastmen rampaged through the dark forests destroying whole settlements and glutting on the flesh of the slaughtered. Skaven, a race of loathsome ratmen, erupted from beneath the sewers of ever-growing cities to drown the surface dwellers in a tide of mangy fur and rusty blades, and shambling corpses rose from their graves to wreak destruction upon the living. These and other horrors assailed the Empire every year, but under the leadership of the Elector Counts, the armies of the Empire fought their enemies with courage and ingenuity, and the land remained more or less united.

The Skaven Wars

In the centuries following Sigmar's passing, no Emperor was as hated as Boris Goldgather. During his grossly incompetent rule, the Empire struggled under the burden of excessive taxation and corrupt officials. People starved, state armies were neglected and border forts were left virtually unmanned. In this weakened, dispirited condition, the Empire was in no state to weather the Black Plague of 1111. Many thousands died over that winter; entire towns and villages were wiped out as the virulent disease spread with unnatural rapidity. By the time the plague subsided, three quarters of the Empire's population were rotting in open, mass graves. The only good thing to come of the plague was that it claimed the life of Emperor Goldgather, who died in his castle surrounded by fretting apothecaries (none of whom, it is believed, tried too hard to save him), and news of his death helped to raise morale amongst the oppressed populace.

Without an Emperor, even one as incompetent as Boris Goldgather, the Empire was at its most vulnerable. To make matters worse, hordes of Skaven scurried out of their hidden underground tunnels beneath the Empire's cities, preying wherever the Black Plague – which they had themselves unleashed upon the Old World – had done its work. Thousands of citizens were slaughtered or enslaved, but those who remained fought back bravely under the inspired leadership of Count Mandred of Middenheim – later known as the Skavenslayer. Mandred rallied the surviving Elector Counts and led an army of his countrymen against the malevolent ratmen, fighting a series of bloody battles that culminated at the Battle of the Howling Hills. There, Mandred beheaded the verminous Warlord at the head of the Skaven army with one stroke of his Runefang. Following the battle, Count Mandred had the Warlord's skull fashioned into a helmet of terrifying aspect that would forever live in the darkest nightmares of the ratmen.

An Empire Divided

The Empire recovered from the Skaven wars, largely thanks to the dynamic leadership of the newly elected Emperor Mandred. His generalship and charismatic personality held the Empire together, but with its population ravaged, many villages were simply abandoned and whole regions became wastelands. Tragically, Mandred's life – and with it the Empire's recovery – was ended upon the envenomed blade of a Skaven assassin, and in the years following this calamity, the electoral system of the Empire began to fall apart.

Personal rivalries, conflicting ambitions and petty jealousy divided the Elector Counts and they failed to reach a decision as to who should become the new Emperor. Blood was shed when these squabbles turned violent, and the counts returned to their lands with anger in their hearts. In 1360, Ottilia, the Elector Countess of Talabecland, proclaimed herself Empress and declared war upon her main rival, the Elector Count of Stirland. In the years that followed, the Imperial crown passed between the Elector Counts as the Empire broke apart into separate warring states.

The next few centuries saw a succession of Emperors, as one pretender after another launched a bloody coup to claim to the throne. The Empire was riven by internecine fighting that soon turned to openly declared civil war. There was even an era when there were two Emperors at the same time – one was the elected Emperor and the other was the Elector Count of Talabecland, who continued to claim a hereditary position as Emperor following the self-appointed reign of Ottilia. In effect, Talabecland had seceded from the Empire, and was joined at various times by other provinces that were dissatisfied with the current elected Emperor. To make matters worse, in 1547, Count Siegfried of Middenland decided to declare himself Emperor as well. This audacious proclamation marked the beginning of the Time of Three Emperors, with each claimant soliciting allies and supporters amongst the others.

The provinces of the Empire had now become more or less ungovernable, and for the next century and a half, the Elector Counts fought rivals and rebellions within their own lands as well as the numerous enemies and monstrous foes that assailed them from without. As the power of the Elector Counts continued to decline, the Empire's cities looked more to their own affairs, and those that were not destroyed by war became prosperous under the leadership of Burgomeisters – leaders elected from the mercantile classes and other wealthy citizens. Many of the larger cities began to construct fortifications and recruit their own standing armies – in effect becoming independent military, economic and political states from their surrounding provinces. With Sigmar's people divided into squabbling fiefdoms, the Empire was easy prey and its enemies gathered at the borders like carrion eaters around a corpse. The most brutal of these enemies would see the Empire lose an entire province to war and destruction.

The Destruction of Solland

The Empire was brought to its knees by Gorbad Ironclaw, the most feared Orc Warboss of the age. Around the year 1705, he arose to command a vast horde of Orcs and Goblins, which he led through Black Fire Pass to devastate the provinces of Averland and Solland. Count Eldred of Solland marched his forces north to the River Aver, where he commanded the crossing beyond Averheim. Gorbad's army plunged into the river and attacked the defenders on the opposite bank. Though the greenskin horde lost thousands of warriors crossing the river, cut down by merciless volleys of bow fire, the Orcs relentlessly advanced and they eventually succeeded in gaining a foothold on the opposite riverbank.

This was a grim turn for the defenders, for their only hope had been to hold the Orcs on the far side. The Solland army found itself becoming encircled and Eldred desperately sought to quit the field of battle before his men were slaughtered. But Eldred's decision came too late, for Gorbad had earlier despatched his cavalry to attack the Halfling realm of the Moot further east and they now circled around to head off the retreating Empire army. As Eldred's personal bodyguard battled to protect their lord, Goblin Wolf Riders and Orcs on vicious boars rode over the horizon to flank the Empire army. Within moments, a disciplined withdrawal had turned into a rout and, knowing that the day was lost, Eldred led his Greatswords into the swirling melee in a final gambit to slay the Orc leader. Resplendent in his long silver cloak and glittering crown, the last Elector Count of Solland faced the terrifying form of Gorbad Ironclaw in single combat.

Gorbad was monstrously huge and, even armed with a mighty Runefang, Eldred was no match for him. The Elector Count's body was brutally hacked down, dismembered and hung upon Gorbad's trophy racks. The Orc Warlord captured Eldred's Runefang and crown as spoils of war, and the few survivors knew the battle thereafter as the Battle of Solland's Crown.

Gorbad's invasion was ultimately defeated at the Siege of Altdorf, a titanic battle in which the elected Emperor, Sigismund IV, was slain whilst defending his realm. The threat to the Empire from Gorbad Ironclaw was ended, though the province of Solland was utterly destroyed. The devastated lands have since been entirely subsumed by Wissenland, and though there are some proud nobles who refuse to acknowledge the rights of the Wissenland count, referring to the region as Sudenland instead, its status as an independent province ceased from that day. It was long feared that the Solland Runefang was lost forever but, centuries later, a warrior band led by the Dwarf Thane, Ergrim Stonehammer, recovered the magical blade deep in the lair of a mutated beast beneath the Worlds Edge Mountains. The adventurers returned to the Empire and presented the Runefang to the Prince of Altdorf, an act that was greeted with great celebration. However, as Solland no longer existed, and hence there was no Elector Count to wield the sword, it was kept in the Imperial Treasury – to be entrusted to the greatest of heroes in times of dire need.

The Wars of the Vampire Counts

As the Time of Three Emperors dragged on, a dreadful threat was stirring in the most infamous region of the Empire – Sylvania, a benighted region on the eastern border of Stirland shunned by all right-thinking people. Through a combination of deception, sorcery and bloody murder, a vampire named Vlad von Carstein had wrested control of the region from its previous ruler, Otto von Drak. Many noble families objected to the thought of having an outsider rule them, but these dissidents were quickly silenced. Under Vlad's iron grip, Sylvania grew strong, and the taint of vampirism spread. So, for over two hundred years, Vlad ruled over Sylvania under the guise of different identities to prevent anyone from becoming aware of his undying nature. The Elector Counts looked on with indifference at these changes, too caught up in their own petty power struggles to care about such a backward corner of the Empire. In 2010, judging the Empire to be at its weakest, Vlad launched his bid to become the immortal Vampire Emperor.

Marching at the head of a host of Undead, Vlad laid waste to the other regions of Stirland and invaded Ostermark before turning his attention to the heart of the Empire. For forty years, Vlad's armies of skeletons, ghouls and walking corpses ravaged the land until he eventually fought his way to Altdorf, seat of Prince Ludwig, one of the claimants to the title of Emperor. The siege lasted many months, but in the Empire's darkest hour, the Grand Theogonist, Wilhelm III, seized Vlad in a desperate grip and bore him from the city walls, impaling them both on the stakes at the base of the wall. With Vlad gone, his Vampire lieutenants retreated and much of the Undead army began to disintegrate. Prince Ludwig marshalled his forces to give pursuit, but fearful that the victory would give his bid for the throne more credence, his rivals united against him, and the Vampires of Sylvania were given time to regroup and regain their strength.

Years later, Konrad von Carstein emerged as Vlad's successor and launched another invasion of the Empire. So great was his insane viciousness that the three claimants to the Imperial throne were forced to ally against him, and he too was defeated, cut down by Grufbad, a Dwarf hero, and Helmar, the soon-to-be Baron of Marienburg, at the Battle of Grim Moor in 2121.

Mannfred von Carstein, a subtle and devious individual, led the last and most dangerous of the Vampire Counts' invasions. He allowed the various contenders for the Imperial throne to think that the Undead threat was truly over, waiting for them to fall upon one another again. When the Empire was once more wracked by civil war, Mannfred attacked. His skeletal legions marched unhindered upon Altdorf and defeated the hastily assembled armies sent to stop him. However, Mannfred was forced to retreat when the new Grand Theogonist, Kurt III, appeared on the battlements and began to recite the Great Spell of Unbinding from the Liber Mortis – a powerful enchantment that caused many of the Vampire's Undead followers to crumble into dust. After an abortive attack on Marienburg, the Vampire Lord was driven back to Sylvania, where the Imperial nobles put aside their differences and joined forces to end the threat of the Vampires once and for all. Eventually, Mannfred was brought to battle at Hel Fenn in the year 2145 where Prince Martin, the Elector Count of Stirland, cut him down in single combat. For his heroic feat, Prince Martin claimed all of Sylvania and thus were ended the Vampire Wars, though the threat of the Vampire Counts' return ensures that none dare forget the dread of this shadow-haunted land. Though ostensibly part of Stirland, Sylvania is, in reality, an abandoned region where the dead do not rest easy and the dark forests are haunted by all manner of revenants and unspeakable horrors.

THE GREAT WAR AGAINST CHAOS

As bloody as the Age of Anarchy had been, the Empire's greatest test was yet to come. The Realm of Chaos is a place polluted with evil sorcery. It is a nightmarish landscape from which hordes of bloodthirsty marauders, iron-clad champions, mutant monsters and vile Daemons launch their attacks upon the world. This war-wracked land lies far to the north of the Empire. However, when the Winds of Magic blow strongly, the Realm of Chaos expands; the Northern Wastes are swallowed up and the armies of Chaos pour down through Troll Country into Kislev and the Empire. The furthest the Realm of Chaos has ever expanded in the history of the Empire was during the Great War Against Chaos, which began in the year 2301.

Having risen to prominence among the northern barbarian tribes over many years, Asavar Kul was the most powerful champion of the Dark Gods to have ascended in an age. With his nightmarish armies finally united, he moved southwards, fuelled by the growing tide of Chaos. Daemons moved with them, sustained by fresh tides of life-giving magic, and herds of Beastmen rampaged unchecked through the forests. In the heartlands of the Empire, evil sorcerers and worshippers of the Chaos Gods emerged from their secret conclaves to attack human society from within. As winter engulfed the Old World, the Chaos armies struck. The northern lands of Kislev were quickly overwhelmed. An army of Kislevites and Ostlanders mustered to face Kul and his unholy allies, but it was crushed north of the city of Praag. Nothing, it seemed, could stop Kul's murderous advance, and despite a fierce battle at the bridges of the River Lynsk, the Empire and Kislevite forces were massacred and Kul's forces crossed the last barrier between it and Praag.

The Siege of Praag

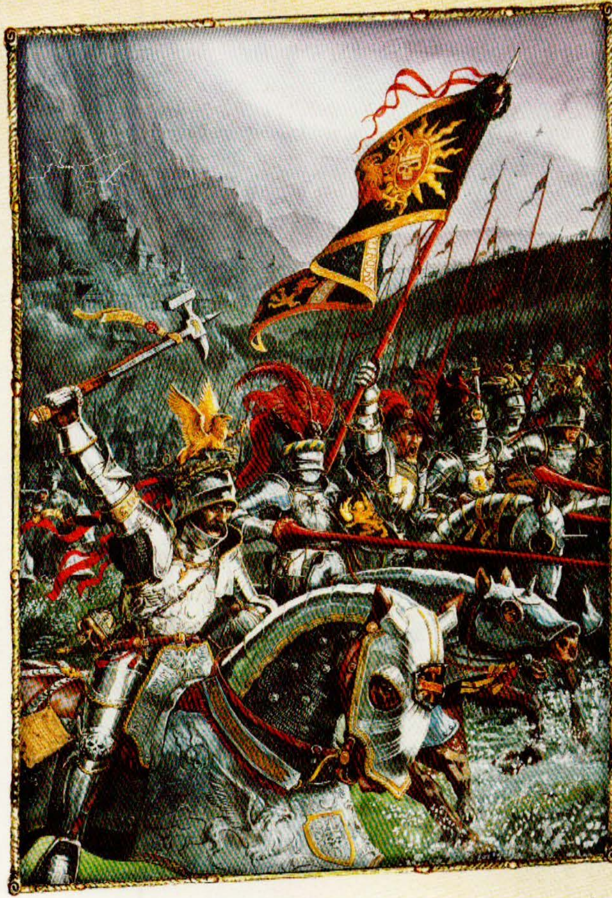
The Siege of Praag lasted until late 2302, with the city's brave defenders hurling back their attackers time and again with desperate heroics and stalwart bravery. As winter set in once more and the year drew to a close, Praag finally fell and the hordes of Chaos ran amok within its walls. The raw power of Chaos engulfed the city and Praag was changed forever, its survivors fused together in hellish and inhuman shapes. Living bodies melted into the walls of the city itself so that it became impossible to tell flesh from stone. Distorted faces peered from walls, agonised limbs writhed from the pavements, and pillars of stone groaned with voices that issued from once human lips. Praag had become a living nightmare and a grim warning of the suffering that lay ahead for all if the warriors of the Dark Gods were victorious.

Magnus the Pious

Remnants of the defeated Kislevite army fled south, spreading the word of their defeat. As the Empire readied itself for full-scale invasion, a leader arose from the horror of these troubled times: Magnus, a noble of Nuln. He would later become known as Magnus the Pious because of his unflinching devotion to the Cult of Sigmar and to the ideals of nationhood that Sigmar still signified in the divided Empire. Magnus was a magnificent orator whose rousing speeches raised a massive following among the common folk of the Empire. He marched northwards from city to city, addressing the people in the market places, gathering about him an army the likes of which had not been seen for centuries. The Elector Counts and Burgomeisters were shrewd politicians and recognised Magnus as a powerful leader, quickly realising that they could gain much prestige and political power by supporting him. Soon, the soldiers of the Elector Counts and the noble warriors of the Empire's Knightly Orders marched alongside Magnus' citizen militia, and by the time the army reached Middenheim, it was the single largest force that had ever been assembled in the history of the Empire. Magnus was forced to divide his troops into two armies, as no single territory could provide enough food and water to support all of them.

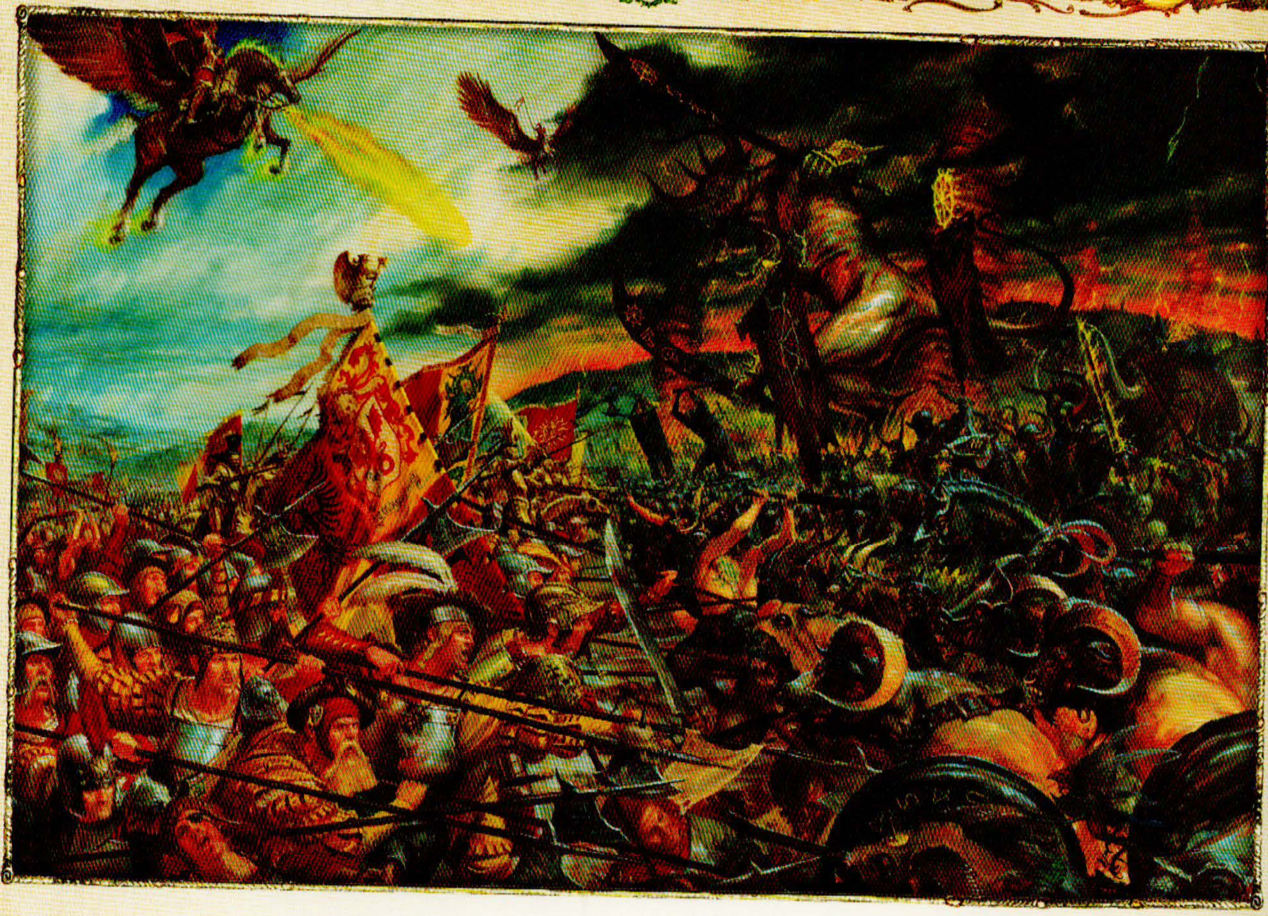
The first army, consisting mostly of vengeful Kislevite lancers and glory-hungry knights, rode with all speed to Praag hoping to arrive in time to relieve the siege. They arrived too late, however, and found only the horror that Praag had become. Mustering their courage, they turned south to wreak their vengeance upon the Chaos horde's rearguard.

The second army, led by Magnus himself, marched to the city of Kislev, hoping to resupply at the capital before continuing onwards. While travelling north, the army was joined by an unexpected ally in the form of Teclis, greatest of High Elven mages, who had heard of Man's fight against their common foe, and now pledged his incredible powers to



Magnus' cause. Upon reaching Kislev, Magnus discovered the city already under bloody siege by Asavar Kul's dark army, with but a few Kislevites and a large contingent of Dwarfs from Karaz-a-Karak desperately fighting to defend it. Huge, leather-winged monsters and warp-spawned Daemons swarmed the battlements and giant horned beasts assaulted the city walls beside hordes of iron-clad warriors. Kislev could not hold much longer and Magnus knew that if the city fell, the Empire would surely be next.

Marching amidst the ranks of the common soldiers, Magnus immediately ordered his warriors to hold their banners aloft and charge. Concentrating on the trapped defenders, the Chaos army was ill prepared for this fresh assault, and they were scattered by the sudden attack. Grim-faced regiments of state troops drove a wedge deep within the Chaos host, supported by hails of crossbow bolts and thunderous volleys of handgun fire. Artillerymen from Nuln, amongst the very first warriors to flock to Magnus' griffon-emblazoned banner, deployed in commanding positions overlooking the battlefield and then wreaked a terrible toll on the Chaos forces. Regiments of Chaos Warriors, knights and foul Dragon Ogres were all cut to bloody ribbons by the artillery fire. The battle went well for Magnus initially and victory seemed assured, but Asavar Kul was a mighty leader and rallied his warriors to counter attack. Before long, the greater numbers of the Chaos force began to tell, and Magnus' army was gradually pushed back into a defensive circle. Horrifying Daemons slaughtered entire regiments with razor talons and brazen, spell-forged blades, while evil sorcerers unleashed powerful, ancient magic. Teclis, and a handful of human wizards he had recently trained, fought against the sorcery of



Kul's shamans in magical battles that burned the skies with lethal energies. The Dwarfs inside Kislev attempted to break out to help Magnus, but they were contained and forced back behind the city's walls. Magnus' army was surrounded and it seemed that the fate of the Old World was sealed.

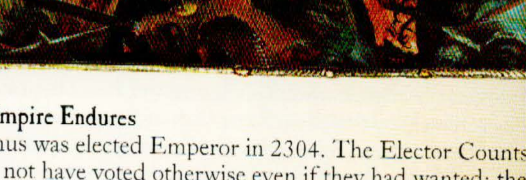
As Kul's warriors fell upon Magnus' army in the final attack, the Kislevite lancers and Imperial knights returning from Praag appeared over the ridge of what would become known as the Hill of Heroes, and they thundered into their enemies with hatred burning in their hearts. The Dwarfs and remaining defenders charged once more from the city and Magnus seized this last, desperate chance to lead the Men of the Empire forwards in glorious battle. The Chaos hordes faltered, as they suddenly faced no less than three armies, and began to stampede in every direction, bewildered and confused by this new turn of events. The Kislevites were driven to wild fury by the destruction they had witnessed in Praag and the host of Asavar Kul was slaughtered by the implacable anger of the combined forces. The magic of Teclis and his human apprentices immolated entire regiments of mindless Chaos Spawn and dozens of blood-crazed Chimerae, while frenzied Manticores were struck from the skies by sorcerous thunderbolts. The army of Chaos was shattered and thousands of its warriors were hacked down as they turned to flee in utter rout. As the witches and sorcerers of the Chaos host were cut down, the foul magic binding the Daemons to the mortal realm was severed and the unholy creatures exploded into mists of blood and clouds of flies.

The Old World had been saved, and the Realm of Chaos shrank away to the north once more.

The Empire Endures

Magnus was elected Emperor in 2304. The Elector Counts could not have voted otherwise even if they had wanted; the people demanded it and were not to be denied. Magnus the Pious proved an extremely able Emperor and immediately set about restoring order to the provinces of the Empire. The servants of Chaos were hunted down in the forests, and many wild and long-abandoned lands were re-settled.

Magnus knew that if the Empire was to survive, it needed the aid of its allies, and thus one of his first acts was to ask Teclis to create an institution whereby wizards might be properly trained. Though many Elves claimed that the secrets of sorcery were not meant for Men, Teclis realised that the safety of the world rested upon the folk of the Empire, and so he agreed to Magnus' request. Thus were the Colleges of Magic established in the city of Altdorf.



Magnus also recognised the valuable contributions the master gunners of Nuln and the Engineers of Altdorf had made to the defence of the Empire. He granted them formal charter and, forever more, both institutions would proudly bear the prefix 'Imperial', becoming integral parts of the Emperor's armies in the war-wracked years to come.

THE REIGN OF KARL FRANZ

Since its founding , the Empire has known many different Emperors. Some have been wise and just, and some corrupt or tainted by madness. The current Emperor is Karl Franz, Prince of Altdorf and Elector Count of Reikland. Under his rule, the Empire has been forged into a well-coordinated and disciplined engine of war.

A STATESMAN SUPREME

Karl Franz is a powerful and charismatic leader, renowned across the Old World and beyond as a brilliant statesman, and the current stability and strength of the Empire owes much to his ability to negotiate the treacherous political webs that hold the Empire together. Karl Franz has petitioned the notoriously stubborn Grand Masters of the Knightly Orders for aid, appealing to their fierce warrior pride and sense of honour with the skill of a born diplomat. Ever since, the knights of countless warrior brotherhoods have been seen marching beside the banners of the Emperor's armies in numbers not seen since the time of the Crusades. Likewise, provincial rulers who were at war with their neighbours only a few years ago now stand shoulder to shoulder under the Emperor's banner. Having heeded Karl Franz's counsel, they have put their differences aside for now, and their combined forces repel the hordes of Orcs, Beastmen and Undead that would see the Empire torn asunder.

The fragile alliance between the Empire's different factions and states is held together with but a thread. Karl Franz has no shortage of political rivals who believe they might benefit were he to be removed from the throne. These range from elected city officials and a dizzying array of feudal lords to fanatical religious leaders and disgruntled guild masters, all jockeying for power and position at court. So does Karl Franz sit in the centre of a web of intrigue, where every leader has his own petty jealousies, entrenched rivalries and unspoken ambitions. It is a complex and sometimes cutthroat world through which only the most astute statesmen can hope to navigate unscathed. Though the Emperor is the ultimate source of power and patronage, he is always just one sip of a poisoned cup away from death. If Karl Franz should fall, the frail bonds that hold the Empire together might falter and, without unity, the Empire would surely not stand for long.

A DEFENDER OF THE REALM

The Emperor's military mind is every bit as sharp as his political one, and among his first acts as Emperor was the strengthening of the Empire's borders. He personally led armies to cull tribes of Chaos-worshipping northmen and savage Beastmen warherds that were rampaging in the heart of his realm. On these and countless other battlefields, Karl Franz has brought glory to his people, and through his own scars and blood, he has proved that his courage and dedication to protecting the Empire are beyond reproach.

Shortly into his rule, the Emperor decreed that the state troops receive better pay and more rigorous training than ever before, and after each of Karl Franz's rousing speeches, the infantry barracks swelled with new recruits. However, the Emperor realised that battles are not won with steel alone. Under Karl Franz's reign, the military institutions of the Empire have flourished like never before. The Colleges of Magic have revealed their most destructive magics, the Imperial Engineers School has unveiled its most powerful weapons to date and the forges at the Imperial Gunnery School toil day and night to provide the Empire's armies with the artillery and shot they require.

THE ELECTOR COUNTS

The Elector Counts are the hereditary rulers of the Empire's provinces, whose titles have been passed down over many long centuries. In addition to ruling a province, honouring certain tithes and maintaining a standing army to protect the Empire, the Elector Counts are responsible for electing one of their own number as the new Emperor should the incumbent ruler die; hence the name.

Following Sigmar's passing, there were only twelve Elector Counts. Later on, other powerful individuals won, or else bought, the right to cast their vote. These officials are known simply as 'electors' and, though they can vote for a candidate, they cannot themselves become Emperor. There are currently five of these electors: the High Priest of the Cult of Ulric, the Elder of the Moot and three from the Cult of Sigmar. The Sigmarite representatives are disproportionately influential, because they always cast their votes for the same candidate. Historically, their votes tend to favour the Count of the Reikland, while the Cult of Ulric's vote invariably goes to the Count of Middenheim, if he is contesting the election. The Elder of the Moot is less predictable, being more interested in the timing of his next meal than political intrigues.

THE RULING ELECTORS OF THE EMPIRE

Elector Count of Averland	*Marius Leitdorf**
Elector Count of Hochland	*Aldebrand Ludenhof*
Elector Count of Middenland	*Graf Boris Todbringer*
Elector Count of Nordland	*Theoderic Gausser*
Elector Count of Ostland	*Valmir von Raukov*
Elector Count of Ostermark	*Wolfram Hertwig*
Elector Count of Reikland	*Emperor Karl Franz*
Elector Count of Stirland	*Graf Alberich Haupt-Anderssen*
Elector Count of Talabecland	*Helmut Feuerbach (missing)*
Elector Count of Wissenland	*Emmanuelle von Liebwitz*
Elector Count of Solland	*Eldred***
Elector Count of Drakwald	*Konrad Aldrech***
Elector of the Moot	*Elder Hisme Stoutheart*
Elector of the Cult of Sigmar	*Grand Theogonist Volkmar*
Elector of the Cult of Sigmar	*Arch Lector Kaslain*
Elector of the Cult of Sigmar	*Arch Lector Aglim*
Elector of the Cult of Ulric	*Ar Ulric Emil Valgeir*

* *The countship of Averland is currently disputed following Marius Leitdorf's death.*

** *The provinces of Solland and Drakwald no longer exist and the named Elector Counts were the last of that particular province.*

A WARRIOR OF RENOWN

Karl Franz is not a man to ask others to do what he himself will not, and has taken to the field many times during his reign as Emperor. Such displays of heroism and martial skill have only served to solidify his place, in the eyes of his people, as one of the greatest Emperors in history.

The Threat From the North

Karl Franz's first great battle came in the very year of his ascension to Emperor. Wishing to establish his reign as one of military strength and to send a message to those outside his borders that he was not a man to be taken lightly, the Emperor decided a show of force would ratify his position.

Since the Great War Against Chaos, the numbers of Beastmen and Chaos worshippers had been growing steadily once more. Karl Franz's advisors told him that in the far north, the Winds of Magic were blowing strongly again. It might not be for years, even decades, but at some time, the marauders would come again in force, pushed south by the expansion of the Realm of Chaos. Norse raiders, growing bolder in recent years, had reaped a bloody toll on the people dwelling on the coast of the Sea of Claws, slaughtering entire towns and carrying off their livestock and womenfolk. In response, Karl Franz's first act was to march northwards at the head of a mighty host to reinforce the army of Theoderic Gausser, Elector Count of Nordland. Gausser's armies could not know where the Norse would strike in time to defend their people, but the Emperor had brought with him some of the most powerful wizards of the Celestial College, whose members are gifted with the ability to read the future in the heavens.

The next time the Norse raiders attacked, they were met with fusillades of fire from concealed handgunners and crossbowmen, and their ships were sunk by unerringly accurate cannon fire, Helstorm Rocket Batteries and the powerful storms summoned by the Celestial College's arcane war altars. Hundreds of Norse died without a fight as their heavy hauberks dragged them to the bottom of the sea, and those that survived to reach the shore were met by disciplined ranks of swordsmen, spearmen and halberdiers marching onto the beach. The berserk Norsemen were slaughtered without quarter, and the Emperor himself led the charge against the final Norse shield wall.

The Battle of Bloodpine Woods

In the year 2517, the Emperor marched again to battle, in an episode that quickly escalated into one of the most perilous encounters of his life.

The Reikwald Forest is infested with countless foul creatures, and Goblin raids are just one of the numerous threats that constantly assail the Empire settlements within it. On this occasion, the Goblin Shaman Raknik, the self-proclaimed 'Spider King', had gathered a horde of greenskins and was burning his way across the Reikland. Karl Franz knew that Raknik's Spiderclaw tribe must be purged from the Reikwald quickly, for if he could not defend his own province, then his ability to defend the Empire might well be called into question. So it was that Karl Franz led an army to stamp *out the threat once and for all.* Vast columns of white-uniformed state troops marched down the Great Reik Road, advancing to the steady beat of drums beside Greatswords from Carroburg and fully half the Reiksguard, their armour polished to a mirror sheen. The Reiksmarshal led the Emperor's guard from the front, riding beside Karl Franz and his ferocious Imperial Griffon, Deathclaw.

The Spiderclaw tribe's lair lay within a region of the Reikwald Forest known as the Bloodpine Woods. As the Emperor's army approached its boundaries, the woodland grew increasingly dense and dark. The menacing area was thick with cobwebs and the soldiers could see corpses hanging from the trees wrapped in thick webs, their blood pooling on the forest floor. Reluctant to send his troops blindly into the heart of the Goblins' realm, Karl Franz instead ordered the bulk of his infantry to deploy in a long line, parallel to the road and facing the edge of the Bloodpine Woods; they were to hold the line, no matter the cost. Though the foot-soldiery would bear the brunt of the coming attack, the Emperor needed them to buy time for Kurt Helborg and the Reiksguard to move into position. With his orders given, Karl Franz spurred Deathclaw into flight and vanished behind the eastern tree line. No sooner had the men of Reikland taken their positions than a great horde of shrieking Goblins and ferocious Savage Orcs erupted from the malign forest. The discipline of Reikland's troops proved equal to the task at first, but wave after wave of greenskins continued to pour from the Bloodpine Woods. The ferocity of the sustained assaults was such that the eastern flank would have crumbled were it not for the heroic efforts of the Carroburg Greatswords and the steadying shouts of Reikland captains. However, as yet more greenskins joined the fight, it looked as if no amount of courage would help them prevail.

Just as all seemed lost, the Reiksguard launched their counterattack. The hearts of men lifted, but greenskin eyes grew wide with panic as hundreds of heavily armoured knights crested the ridge and hurtled full-tilt towards the battle line, Kurt Helborg at their head. As the Reiksguard ploughed through the foe, the enemy's panic grew into abject terror. The Reiksmarshal ordered a full-scale pursuit, driving the greenskins back to the forest, and into the jaws of Karl Franz's trap. The greenskin horde halted in fear and confusion as the forest seemed to explode in an avalanche of claws and talons. Karl Franz had secretly led a force of Demigryph Knights to cut off the line of retreat. Caught between Karl Franz's monstrous cavalry to the front, and the Reiksguard to the rear, the greenskins were massacred.

The soldiers of Reikland cheered, but their celebrations were cut short as a coruscating bolt of green sorcery shot from the tree line and struck the Emperor, pitching him from the saddle. In an instant, the soldiers' celebratory shouts turned into cries of fear as Raknik himself emerged from the gloom atop a monstrous spider the size of a townhouse. Several similar beasts stalked out of the woods, and darting between their chitinous legs were hundreds of spiders as big as warhorses. The spider-mounted goblins descended upon the terrified soldiers, and the men were overwhelmed by the scuttling tide. Scores fell as black-fletched arrows found their marks, and Reiksguard knights were skewered by spear-sized bolts or else pulled from their horses by the hungry Trolls lumbering in the spiders' wakes.

Deathclaw *shrieked with rage and pounced on the first* regiment of Goblins that came close to the fallen Emperor, tearing them apart with his powerful talons. Karl Franz awoke to those bestial cries with the coppery taste of blood in his mouth. Were it not for the enchanted armour he wore, the Shaman's sorcery would surely have killed him. Fighting through the pain, the Emperor remounted Deathclaw and soared towards the last colossal arachnid and the cackling Raknik perched atop it. Deathclaw slew the Shaman with one sweep of his mighty talons, whilst Karl Franz leapt from the saddle to land amidst the Goblins in the great spider's howdah. Fighting like a warrior-god of old, he sent their shattered bodies flying in all directions and sundered the great spider's skull with one titanic sweep of Ghal Maraz. All who witnessed the event claimed it was a feat worthy of Sigmar himself.

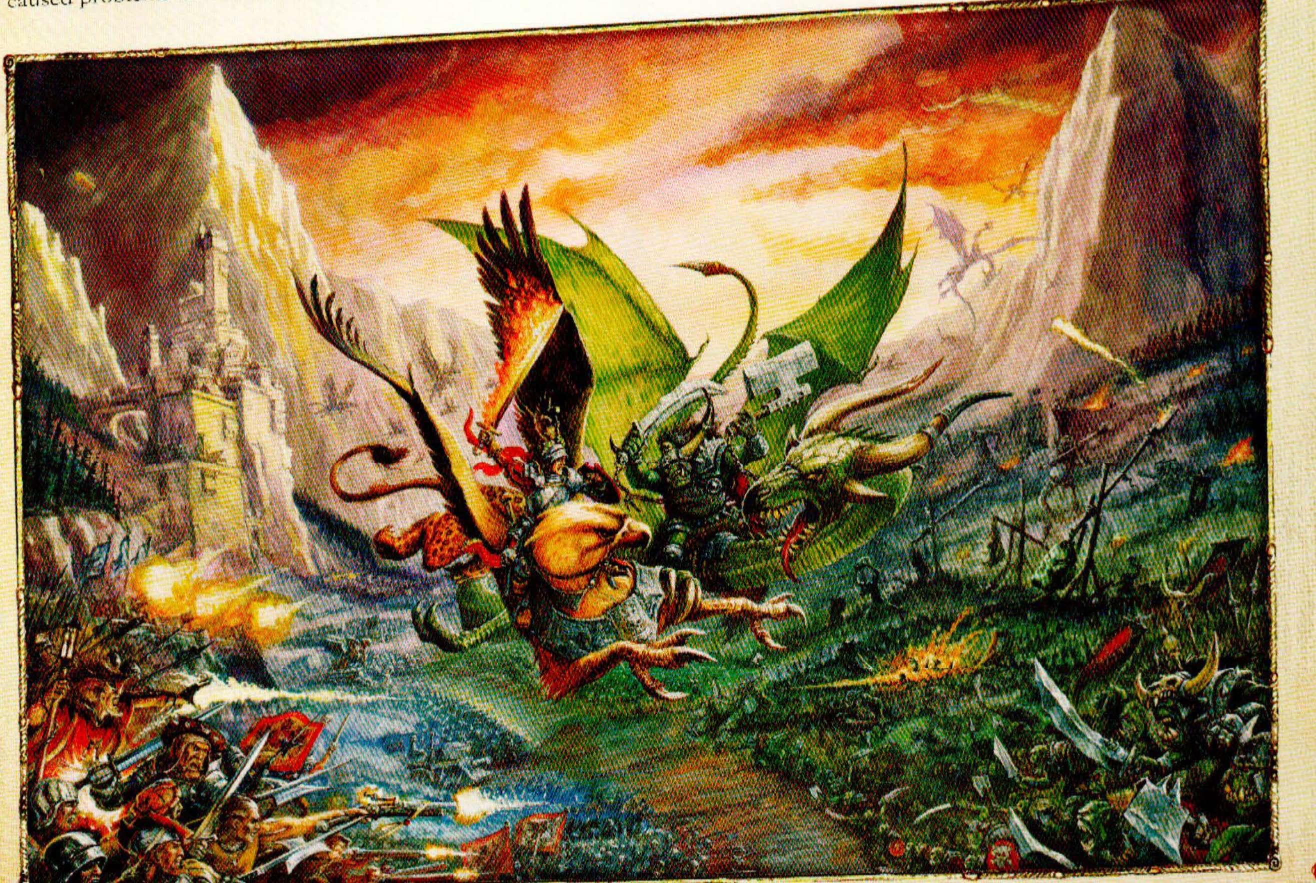
* * *

Kurt Helborg spread word of Karl Franz's recovery as swiftly as he could, and the soldiers of Reikland took heart once again. When they saw the Emperor standing triumphant with their own eyes, their courage soared and they redoubled their efforts. With their Spider King slain, the greenskins swiftly fled, scuttling off in all directions. Though it would take another month to root out and eradicate the last nest of survivors, the Spiderclaw tribe was no more.

The Third Battle of Black Fire Pass

Marius Leitdorf, the Mad Count of Averland, had long caused problems for Karl Franz. For years he had challenged the other counts, led nonsensical military campaigns after imaginary foes, and generally upset his neighbours. After Leitdorf's ruthless suppression of the infamous Halfling Rebellion of 2502, Karl Franz despatched his dour champion, Ludwig Schwarzhelm, to hold robust negotiations with the eccentric Elector Count. The cheerless Schwarzhelm's orders were simple – he was to ensure that Leitdorf's notoriously unpredictable behaviour did not imperil the Empire any further. With some unsubtle guidance from Karl Franz through Schwarzhelm, Marius Leitdorf appointed new advisors to curb the worst of his excesses, and the Emperor became fond of the eccentric Count.

In 2520, having been returned to the fold of the Emperor's trusted allies, Leitdorf sent word to Karl Franz that a massive horde of greenskins were once again advancing on Black Fire Pass and that the provincial army of Averland would not be able to hold them back alone. Karl Franz responded with the combined military might of Reikland and Altdorf behind him, including a trio of Steam Tanks. With such forces at his command, the Emperor reinforced Leitdorf's beleaguered army and stemmed the tide of Orcs. During the main charge on the greenskin host, the Emperor witnessed the death of Marius Leitdorf at the hands of the Orc Warboss, Vorgaz Ironjaw. Karl Franz eventually won the day by besting the hulking Warboss in single combat, claiming bloody retribution. By this, and numerous other victories, has Karl Franz protected his realm and held the Empire's enemies at bay. However, with rumours reaching the Imperial Court of vast northern armies mustering in the Realm of Chaos, the Empire's darkest hour is about to arrive.



TIMELINE OF THE EMPIRE

-500
Rise of Humanity in the Old World. Numerous warlords and petty kings war amongst themselves to establish their realms. Goblins, Beastmen and other vile creatures prey upon these scattered tribes.

-30
A twin-tailed comet is seen in the skies. Sigmar is born, son of the chief of the Unberogen tribe.

-15
A Dwarf trading convoy from Karaz-a-Karak is ambushed on its way to the Grey Mountains and King Kurgan Ironbeard is captured by Orcs. He is rescued by Sigmar, and in gratitude, Kurgan gifts Sigmar the rune hammer Ghal Maraz, an ancient heirloom of the Dwarf King's family.

-8
Upon the death of his father, Sigmar becomes chief of the Unberogen tribe.

-1
The Battle of Black Fire Pass. A massive horde of Orcs and Goblins is driven from the lands west of the Worlds Edge Mountains by an alliance of Humans and Dwarfs led by Sigmar and King Kurgan Ironbeard.

1
Sigmar is crowned Emperor. The Dwarf Runesmith, Alaric the Mad, begins the creation of the Runefangs.

50
Sigmar vanishes into the east, never to be seen again. The system of Elector Counts is established whereby the provincial leaders elect one of their number to be Emperor.

73
The rapidly spreading Cult of Sigmar receives its first Grand Theogonist, Johann Helsturm.

c.100
Emperor Hedrich is presented with the Runefangs by Alaric the Mad and he passes them to the Elector Counts.

100-1000
Under the rule of the Elector Counts the Empire thrives. Its cities grow large and its armies become increasingly well trained and equipped.

1111-1115
The Black Plague. Three-quarters of the Empire's population dies to the Black Plague, including Emperor Boris Goldgather. Skaven erupt from their underground lairs to take advantage of the Empire's weakened state.

1124
Battle of the Howling Hills. Count Mandred 'Skavenslayer' leads a crusade that drives the ratmen out of the Empire. In recognition of his deeds, Mandred is elected Emperor and under his rule the Empire rebuilds.

1152
Emperor Mandred is assassinated. The Elector Counts cannot agree upon a successor and the Empire divides into feuding states.

1359-1360
After years of deliberation, the Grand Duke of Stirland is named the new Emperor and is crowned in Nuln. Ottilia of Talabecland declares herself Empress a few months later. Over the next few hundred years there are two Emperors: the elected Emperor and the reigning Count of Talabecland.

c.1450-1550
The Crusades. Sultan Jaffar of Araby invades the lands of Estalia. In response, King Louis of Bretonnia issues a call to arms. Many of the Empire's Knightly Orders, disillusioned with the civil strife wracking the Empire, pledge themselves to this noble cause. A bloody century of war ensues in which no less than a dozen new Knightly Orders are founded, Estalia is freed and the Sultan's empire is destroyed.

c.1520
Gorthor the Beastlord rampages across the Empire with a huge Beastmen army. With the Empire's knights fighting in foreign lands, the armies sent to halt Gorthor are swept aside in a tide of slaughter. The provinces of Ostland and Hochland are brought to the brink of destruction.

1547
The Count of Middenheim proclaims himself Emperor, beginning a bitter period of civil conflict known as 'The Time of Three Emperors'.

1707-1712
The Orc Warboss, Gorbad Ironclaw, invades the Empire through Black Fire Pass with a massive greenskin horde. The province of Solland is destroyed, Nuln is sacked and Altdorf is besieged. The elected Emperor, Sigismund IV, is killed during the siege by a Wyvern, but his armies succeed in scattering the Orc and Goblin horde.

1797
Vlad von Carstein becomes the first of the Vampire Counts of Sylvania. Over the next two centuries, the remaining noble families of Sylvania are infected with the curse of Vampirism.

1979-2303
Magritta of Marienburg is elected Emperor but the Grand Theogonist refuses to acknowledge the appointment; the Imperial system is effectively ended. The Empire's provinces become increasingly divided and the mercantile Burgomeisters grow in power.

c.1988
The coastal town of Debneitz comes under attack by Dark Elf Corsairs. The Elector Count of Nordland, Alfrich Gausser, arrives with a relief army only to find the fortress town in ruins, the corpses of its entire populace flayed and nailed to the nearby cliffs.

2000
The City of Mordheim, once an important city in the province of Ostermark, is destroyed by a comet.

2010-2145
Wars of the Vampire Counts. The Vampires of Sylvania raise vast hordes of Undead to attack the Empire. The Battle of Hunger Woods, the Battle of Grim Moor and the Battle of Hel Fenn are just some of the epic conflicts recorded during this blood-soaked time.

2092
The Witch Hunter, Helmut van Hal, leads an army of Stirlanders into Sylvania, burning the villages of Dechstein and Lichenheim to the ground and slaying the Vampire Lord Pieter von Carstein.

2203
The magic wards of Castle Drachenfels are disturbed, opening a rift to the Realm of Chaos. A host of Daemons pours through and utterly destroys the towns of Bögenhafen and Ubersreik.

2302-2304
The Great War Against Chaos. The Chaos Warlord, Asavar Kul, marches south towards Kislev and the Empire with an army of unprecedented size. The city of Praag falls during the first winter of Kul's invasion.

2303-2369
Magnus the Pious of Nuln unites the warring states of the Empire, defeats the Chaos armies at the gates of Kislev and is elected Emperor. During his reign, the Imperial Gunnery School and the Imperial Engineers School grow in power, and the Colleges of Magic are founded in Altdorf.

2308
Following the Empire's victory against the Bretonnians at the Battle of Parravon, a battalion of Nordlanders are mistakenly attacked by a relief army of over-eager Stirlanders who have heard tales of brightly clothed foreigners with funny accents invading their lands.

c.2312
Waaagh! Gitrippa is obliterated at the gates of Carroburg by no less than six Steam Tanks.

2370

At the behest of the Elector Count of Middenland, a vast army of the Empire's soldiers and artillery ventures into the Middle Mountains to reclaim Brass Keep from the Warriors of Chaos. The army is never seen again.

c.2410

In exchange for twelve dozen wagon-loads of gold, Dwarf craftsmen build Fortress Kreighof for the Elector Count of Ostermark. However, when the Dwarfs receive their payment, they discover they have been short-changed by a measly two and a half pennies. They return to Kreighof with a sizeable army from Karak Kadrin and raze the fortress to the ground.

2415

The Night of a Thousand Arcane Duels. Rivalries between the Colleges of Magic turn into outright violence, and for a single night, the sky above Altdorf is lit with fireballs, lightning bolts and multicoloured flashes of light as wizards turn their powers and war machines upon each other. Order is restored after a magical backlash kills six of the eight Patriarchs in a variety of gruesome and horrific ways.

2420-2424

The Goblin Warboss, Grom the Paunch, leads a Waaagh! of greenskin tribes to devastate much of the northern and eastern lands of the Empire, before reaching the sea and sailing west.

2429

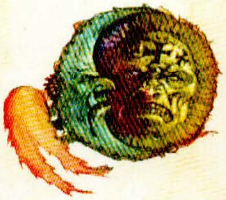
Marienburg secedes from the Empire after the Burgomeisters collude with Emperor Dieter IV to secure their independence in return for vast amounts of gold.

2453

The Liche King, Arkhan the Black, rides at the head of a vast army of skeletal warriors directly towards the gates of Altdorf. However, the bold frontal assault is a fiendish diversion. As the city's state troops defiantly hold back the Undead legions at Altdorf's walls, Arkhan uses magic to break into the catacombs beneath the Temple of Sigmar and steal the dreaded Liber Mortis.

2470

Emperor Luitpold and his infant son, Karl Franz, are ambushed in the Reikwald Forest by Beastmen. The Reiksguard bravely defend their lord, but they are butchered by a trio of Ghorgons. Just when it looks as if the Emperor and his son are about to fall to a Minotaur's axe, Wood Elves burst out of the forest and come mysteriously to their rescue, cutting the Beastmen down in a hail of arrows, before vanishing back into the trees.



2499

Skaven erupt from the sewers of Nuln, destroying whole quarters of the city.

2502

Accession of Karl Franz, the reigning Emperor, whose first act is to lead an army to aid of the Elector Count of Nordland to repel a massive invasion of Norse barbarians. Aided by the wizards and war machines of the Celestial College, Karl Franz predicts where and when the northern marauders plan to attack. With this knowledge, Karl Franz prepares a well-executed ambush that devastates the Norse forces before they even realise they are under attack. The Emperor personally leads the Reiksguard in the final charge against the Norse shield wall, and in doing so, establishes a reputation as a brilliant and courageous military leader.

2505-Present

The Deeds of Helborg. The Emperor dispatches the Reiksmarshal, Kurt Helborg, to lead his armies in battle against numerous foes; the Ogre reavers of Gutlord Breaskus, the Orcs of the Blighted Towers and many others. Kurt Helborg leads the Empire's army to victory after victory, establishing his name as one of the greatest generals and tacticians of his age.

c.2508

Malathrax the Mighty, a massive Doomfire Dragon, terrorises Reikland. Several villages are razed, and the Dragon single-handedly destroys the Knightly Order of the Ebon Sword. Malathrax is tracked down by the Huntsmarshal, Markus Wulfhart, and his regiment of monster hunters, and ambushed whilst resting on the banks of the River Reik. The Dragon is slain before it can reach the opposite river bank after the Huntsmarshal shoots not one, but three arrows through its heart.

c.2511

The Chaos warhost of Tamurkhan the Maggot Lord is defeated at the gates of Nuln.

2512

Baugard the Rash, of Bretonnia, launches an attack upon the Empire to avenge an insult done to his infamously ugly wife by the visiting Elector Count of Averland, Marius Leitdorf. The short-lived crusade is ended before the walls of Helmgart when the knights are bloodily repulsed by the keep's massed Helblaster Volley Gun batteries.

2512-2515

Azhag the Slaughterer leads a huge army of Orcs and Night Goblins into the northern Empire, burning and pillaging vast swathes of land.

c.2515

Slaughter at Volganof. Lord Mortkin's bloody rampage through Kislev and Ostland is ended during the Siege of Volganof, though the city itself is burned to the ground.

2517

The Battle of Bones. The Vampire Lord Zacharias the Everliving raises an army of Skeletons and Zombie Dragons and attacks Wissenland. The Empire forces, hard pressed to hold back the terrifying hordes, believe they are doomed when a second Undead host approaches from the south to surround them. However, this army, led by a mummified king, instead bolsters the faltering Empire line and together they drive the shambling hordes of Zacharias back.

2517

Battle of Bloodpine Woods. Karl Franz leads an army into the heart of the Reikwald to eradicate the Spiderclaw tribe of Goblins.

c.2518

The Martyrs of Taalfjord. The Chaos warhost of Grakthor Flameaxe is vanquished when Volkmar the Grim arrives with an army of ten thousand Flagellants. Riding atop the War Altar of Sigmar, the Grand Theogonist leads them across the River Talabec, into the heart of the enemy force. The river runs red with the blood of the slain, and at battle's end, only a score of Flagellants, and Volkmar himself, are left standing.

2519

Slaughter at the Six Spikes. Despite the heroic actions of Kurt Helborg, the Empire barely manage to hold back a tide of monsters during the Slaughter at the Six Spikes. The Beastmen army is only narrowly defeated when Balthasar Gelt draws upon the raging Storm of Magic to transmute the Chaos host into a forest of gilded statues.

2520

Siege of Middendorf. Luthor Huss rallies the defenders of Middendorf as the city is besieged by Daemons.

2520

Orcs and Goblins stream through Black Fire Pass in numbers not seen since the time of Sigmar. They are met by a combined army from Altdorf, Reikland and Averland, led by the Emperor himself. During the battle, Marius Leitdorf is slain by the Orcs' chieftain, Ironjaw, but he is avenged when Karl Franz pulps the greenskin's skull with a single blow from Ghal Maraz.

2521-Present

Word reaches the Imperial Court that Archaon, a Chaos Warlord of unprecedented power, is uniting the northern tribes and preparing for invasion. Karl Franz's advisors also tell him that the Realm of Chaos is expanding, and in response, the Emperor rallies the armies of the Old World and beyond to stand together against the coming storm.

THE COLLEGES OF MAGIC

The Colleges of Magic were founded in Altdorf after the Great War Against Chaos, when Magnus the Pious asked Teclis, greatest of the High Elven Mages, to pass on his arcane lore to the Men of the Empire. Teclis, in his wisdom, realised that the safety of the whole world would one day rest with the Empire, and so he agreed with Magnus' request. Soon, the most powerful human wizards of the age were taught the true nature of magic. Under Teclis' tutelage, the race of Men learned how the magic blew from the northern realms of Chaos in the form of eight sorcerous winds. Each of these Winds of Magic represented a unique Lore of Magic. Teclis realised that the minds of Men were inadequate to master more than a single lore, able only to control a small part of this full magical spectrum. As a result, Teclis founded eight separate Orders, one each for the eight magical disciplines. These became known as the Colleges of Magic, and they were the foremost schools of magic in the Old World.

The Colleges of Magic exist to this day. Each specialises in the teaching of a single type of Battle Magic to the exclusion of all others, and has its own distinct sorceries, eccentricities, obsessions and unique sets of traditions, according to the nature of the magical energy they harness.

The master of the Colleges of Magic is known as the Supreme Patriarch, and throughout the Empire, his word is law in all matters magical. Though his edict is broad, the Supreme Patriarch retains a fierce loyalty to his own Order. Indeed, it has become traditional for an incumbent's first decree to be the realignment of the Wheel of Magic – the revered symbol of all the Colleges – so that his own Order's symbol stands pre-eminent at the wheel's zenith.

THE HALL OF DUELS

Every eight years, a wizard who has proved himself worthy may challenge the current Supreme Patriarch to a magical combat held in the Hall of Duels. This octagonal chamber contains the Staff of Volans at its centre, and the first wizard who is able to grasp it will become the next Supreme Patriarch.

As soon as the duel commences, spells of great power are unleashed in a conflict that can only be safely contained by potent magical wards and the combined powers of a dozen or more master wizards. Tradition demands that the duel is not fought to the death, though on more than one occasion, the magical feedback has left behind little of the loser to be buried. More worrisome, but fortunately much rarer, are those occasions when the magical wards about the duel fail and a roiling cloud of magic escapes, wreaking havoc as it courses through the streets of Altdorf.

THE GOLD ORDER

Wizards of the Gold Order, whose symbol is the Soaring Eagle, study the Lore of Metal that flows upon the Wind of Chamon. Much of the Gold Order's magic is of an alchemical nature, but its wizards are also able to conjure molten lead that scorches and consumes or they can corrode, strengthen and even melt steel in the blink of an eye.

The wizards of the Gold Order practice the transmutation of metals, as well as developing spells of forging and runic inscriptions. They are the most accomplished makers of magical devices in the Empire and these skills make the Gold Wizards very rich. Gold Wizards enjoy the most prestige of all the orders, for gold has a mysterious, beguiling effect on Men – sometimes enough to overcome their inherent fear and mistrust of wizards. As such, Gold Wizards often find employment as court wizards to nobility and rich mercantile cartels.

The College of the Gold Order is akin to a great forge, which lies upon the edge of the River Reik so that the college's furnaces can be cooled by the waters. It is surrounded by crackling energies and dozens of towering furnaces that belch out pungent, multicoloured smoke.

THE LIGHT ORDER

The Lore of Light lies under the province of the Wind of Hysh and the symbol of the Light Order is the Serpent of Light.

The wizards of the Light College – also known as White Wizards – are rarely seen without treasured tomes and arcane scrolls in hand. Light Magic is renowned for its powers of protection, yet a White Wizard can also conjure blazing lights to blind and burn the enemy. This lore is the hardest to master, for the Wind of Hysh is particularly diffuse. To compensate, the Order employs many acolytes to aid its more senior wizards. This is unusual amongst the Colleges, for wizards of other Orders rarely take on more than a single apprentice at once.

The pyramidal hall of the College of Light itself goes largely unseen; it exists within a magical aether realm, parallel to, but separate from, the mundane world. Deep in its labyrinthine dungeons lies the greatest sorcerous treasure vault in the Old World, which also serves as a prison for many evil artefacts. It is the sacred duty of the Guardians of the Light, an arcane society of the Order's most powerful wizards, to keep them locked safely away from the world.

THE AMBER ORDER

The wizards of the Amber Order use the symbol of the Arrow and are devotees of the Lore of Beasts, which is heard as an eagle's cry upon the Wind of Ghur. Amber Wizards are renowned for their savage appearance; their hair is wild and unkempt and they dress in furs adorned with bones, feathers, amber beads and primitive talismans.

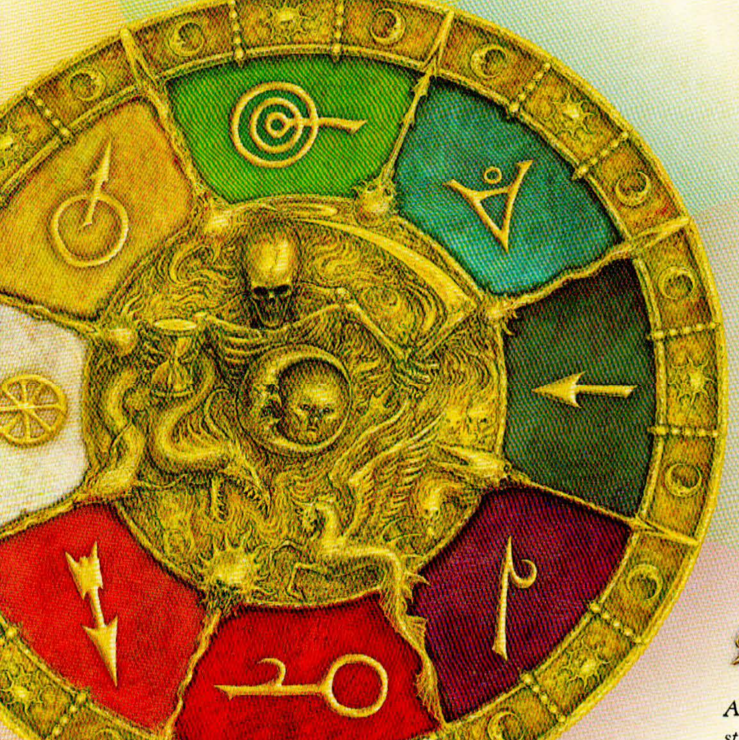
Few wizards can withstand the touch of Amber Magic, for it is the magic of bestial minds and untamed places and it cares little for the ways of civilised cultures. The power of the Wind of Ghur resides most strongly in the thoughts of savage creatures and Amber Wizards can commune with animals of all kinds. They also have the ability to assume the strength of the greatest beasts and can induce primal states of terror in others.

The college's territory in Altdorf is but a totemic centre and an occasional gathering place used only in rare and unusual circumstances. Amber Wizards are reclusive hermits who prefer the company of beasts to their fellow man, and make their refuges in deep forests and high mountaintops.

THE JADE ORDER

The wizards of the Jade Order embrace the Wind of Ghyran, symbolised by the Coil of Life. The wandering wizards of this Order are druids who harness the energy of nature. Jade Wizards wear green robes and traditionally carry a sickle as a badge of office. They often walk barefoot to better feel the energy of Ghyran through their feet. A Jade Wizard's power is linked to the seasons, being vigorous in spring, powerful in the summer, waning over the autumn and weakest in winter. With a gesture they can summon forests to obey their command, and with a touch they can heal fallen comrades. Jade Wizards tend to roam the dark forests where Life Magic flows more freely. There, far from the press and bustle of the cities, the Wizards learn from the trees of enemy troop movements and imminent threats, before returning to Altdorf with the news.

The Jade College in Altdorf is an unusual place, for its high walls conceal a wondrous arbor of trees whose boughs form the beams and pillars of numerous towers and mighty halls.



Wheel of Magic

as set down by former Supreme Patriarch Paranoth, of the Jade Order

THE BRIGHT ORDER

The Lore of Fire, or pyromancy, is borne upon the searing Wind of Aqshy – the study of the Bright Order. The Key of Secrets is their symbol, representing the unlocking of knowledge. Fire Wizards are easily recognised for their red robes and wild orange hair and beards. They are ruddy of skin and are frequently adorned with tattoos that writhe with the weaving of their spells. They are of a fiery temperament, their anger capable of changing from a guttering flame to a raging inferno in a split second.

The Bright College is a marvel of architecture. Blazing towers rise like pillars of fire into Altdorf's sky. At the heart of the college, a gigantic beacon burns both day and night, and once cast an eerie scarlet glow over neighbouring districts. The college now stands alone, however, surrounded by a blackened wasteland where, according to hearsay, a warren of streets once stood.

THE CELESTIAL ORDER

The Comet of Power is the symbol of the Celestial Order, which is made up of wizards who study the Lore of the Heavens that comes from the Wind of Azyr. Celestial Wizards, also known as astromancers, spend most of their time gazing into the night skies, plotting the movements of astral bodies. They are experts in divining the future and the most powerful of the order can even scry portents by peering into crystal balls. Celestial Wizards are equally feared and respected for the awesome powers that lie at their disposal; their spells are able to call lightning from the skies and summon meteorites to smite their enemies.

The sixteen towers of the Celestial College are the tallest buildings in Altdorf. A shimmering dome of enchanted glass encloses the peak of each spire. The information gathered from these towers is fed into a vast, magical astrolabe at the heart of the college that spins on the head of a mystical silver needle. From this, the masters of the Celestial college read the myriad signs and portents in their bid to understand the Empire's potential futures.

THE GREY ORDER

The Grey Order studies the Lore of Shadow, province of the Wind of Ulgu. The Order's symbol is the Sword of Judgement.

The Grey Order is the most secretive of all the Colleges of Magic. Indeed, though its members refer to themselves as Grey Guardians, just who, or what, they might be guarding remains unknown to outsiders. The Grey Order studies spells of concealment and illusion, which do not lend themselves well to the favour of ordinary folk. They are sometimes called Trickster Wizards, though never to their faces. More commonly, they are referred to as Grey Wizards, named after the colour of their robes, hats and wild, wolfish beards. They are wanderers who are often employed to deliver vital messages across the Empire. What makes this so mysterious is that they seem to cover the vast distances involved almost invisibly and at impossible speed.

The Grey College is a worn and shabby building in Altdorf's poorest and most disreputable district. Even the city watch shuns this area for it is a den of rogues, thieves and murderers. Yet the Grey Wizards come and go, sometimes disappearing for years at a time, by a multitude of secret entrances and magical tunnels known only to the Order's wizards.

THE AMETHYST ORDER

The focus of the Amethyst Order, whose symbol is the Scythe, is the Lore of Death, carried on the carrion Wind of Shyish. Amethyst Magic blows most strongly in places of death, such as corpse-strewn battlefields and graveyards. Amethyst Wizards tend to carry scythes, skulls, hourglasses, thorned roses and other symbols of the grave. For this reason they are also referred to as Death Wizards.

Amethyst Wizards have mastery over spirits, and it is said that they can steal the souls of the living and summon black winds of death. Whilst such abilities are as nothing compared to the evil sorceries of true necromancy, their morbid association forever taints Amethyst Wizards in the eyes of the common folk. They are particularly loathed by Priests of Morr, who are deeply suspicious of the Amethyst Wizards' penchant for lurking near their cemeteries. Indeed, the halls of the Amethyst College are akin to a great necropolis, and the stench of death lingers around it.

CITIZENS OF THE EMPIRE

Though the Empire might outwardly present itself as a single country unified under the throne of Karl Franz, the truth is far more complex. The Empire is a vast land, a loose conglomeration of individual and extremely independent states, barely joined together by ties of culture, religion, language and common survival.

These regional states are called provinces and they were originally based upon the ancient tribal homelands of Sigmar's allied chieftains. During the founding of the Empire, these twelve chieftains became known as counts and the boundaries of their realms were formally established. Over the centuries, the boundaries have changed, with new states emerging and others disappearing altogether. The former province of Solland is now no more than a footnote in history, for it never recovered from the destruction wrought by the Orc Warboss Gorbad Ironclaw, and its lands have since been subsumed by Wissenland. The province of Drakwald is likewise no more, and its lands have been folded into those of Middenland and Nordland.

Each of the Empire's surviving states is fiercely proud of its own heritage while rightfully wary, and sometimes outright disdainful, of their neighbours' traditions. This is not surprising, for the provinces must compete with each other for mercantile, political and military power. Though not common, skirmishes between neighbouring states are not unheard of and occasionally boil over into all out warfare.

There are many idiosyncrasies, superstitions and dialects within the Empire, and they vary widely from province to province. The southern and western lands of the Empire, such as Reikland and Nordland, are more cosmopolitan and civilised (or effete and snobbish, depending on whom you ask). Those who live in the briar-choked wilderness of the eastern and northern provinces, such as Stirland and Ostland, are generally more rustic and belligerent, having lived under the threat of invasion for most of their existence. These wild and untamed places breed hardy fighters who form the backbone of many of the Empire's armies. Contact with other nations and races off the battlefield are all but unthinkable to the common people of the Empire. Indeed, to an average Hochland citizen, who considers the folk of neighbouring Talabecland to be strange and untrustworthy, the inhabitants of distant Reikland would seem as foreign as Bretonnians or Tileans.

Each province has its own forces, war machines and distinctive iconography. Just as the Elector Counts who rule over each province have their own favoured strategies, tactics and eccentricities, the armies of the Empire are as diverse as the lands from which they hail. The capital state of Reikland is famous for its regiments of elite Greatswords, armoured in gold-trimmed steel and adorned with the feathers of Griffons, whereas the parochial province of Stirland is famed for its Huntsmen, their uniforms rag-tag and filthy but their aim perfected over years of patrolling the beast-haunted wilderness they call home. So it is that when the armies of the Empire muster for battle, they often appear as a riot of colour and variety, their soldiery arrayed in their full panoplies of war, magnificent in scope and intent on bringing victory to the realm of man.

CITIES AND SETTLEMENTS

Once, the only political divisions in the Empire were the provinces but, over the years, the largest cities have grown in importance and power, becoming self-governing and sitting equally amongst the provinces as new city-states. The cities of the Empire are undoubtedly the jewels in the nation's crown, where the pinnacles of human achievement are clear for all to see. Glorious palaces are surrounded by many wonders such as ancient temples, the gilded minarets of arcane universities, and the flag-swathed keeps of military institutions founded at the dawn of the nation. Despite the shady neighbourhoods and corruption found in any urban environments, the cities are still havens for many citizens seeking knowledge, supplies or protection from the perils of the wilderness.

The cities and towns within the Empire are built in a variety of styles from many different materials. The western towns tend to be the richest and the oldest, and here the gothic architecture tends to be rendered in gloriously carved stone. In the east, wood is often used instead, and the border settlements of Ostland and Ostermark are often constructed from solid logs hewn from the surrounding forests. The city-states are ruled by powerful Burgomeisters, who are responsible for raising and maintaining armies in the same way as the counts of the provinces. The largest and most important cities, which have become city-states, are Altdorf, Nuln, Talabheim and Middenheim.

ALTDORF, SEAT OF THE EMPEROR

Altdorf is the seat of Emperor Karl Franz, and it has been the Imperial capital since the accession of Wilhelm III, Prince of Altdorf, almost a hundred years ago. As the current seat of the Imperial Court, Altdorf supports a flourishing economy, which attracts all kinds of people. It is a bustling city with a substantial community of merchants, adventures, mercenaries and fortune seekers from all across the Old World. The wealth passing through Altdorf's gates and the political intrigues that unfold within its courts also support a rotten underbelly, a den for thieves, corrupt city officials and assassins. There are certain streets that even the city watch avoids at night for fear of finding a dagger stuck between their shoulder blades.

The city is renowned as a centre of learning and the University of Altdorf is the most highly respected academic institution in the Empire, where lords and princes from many lands come to sit at the feet of Mankind's foremost thinkers. Altdorf is also home to some of the most important organisations in the Old World such as the Colleges of Magic – the centres of magical lore and learning that are justly famous throughout the Empire and beyond. It is here that the Old World's finest mages learn their art, and where the Empire's deadly Battle Wizards are trained. Another great institution is the Imperial Engineers School, founded by the Tilean genius Leonardo of Miragliano.

This school, which has been rebuilt on no less than a dozen separate occasions, following misguided experiments and catastrophic malfunctions, attracts inventors from all over the Old World and is responsible for most of the Empire's technical innovations over the past few centuries. The Engineers School has provided the Empire with a number of experimental weapons, from repeating muskets to mobile battle-towers and the formidable Steam Tanks. Altdorf stands astride the confluence of the rivers Reik and Talabec, and is renowned for the numerous bridges that traverse these waterways. Many of these bridges were designed by the Imperial Engineers School, and are equipped with hissing steam-driven pistons that raise and lower them in all manner of unusual ways, allowing the many trade ships to travel further up the Reik.

The Reiksport, home of the Imperial Navy, is a deep-water harbour built on the shores of Altdorf, where even ocean-going ships can unload their cargos. The city also boasts the famous Imperial Zoo, which houses all manner of large and fearsome monsters, some of which are trained and harnessed as beasts of war. These creatures have been captured from every corner of the Empire, as well as a few more curious specimens from the Northern Wastes.

NULN, BASTION OF THE SOUTH

Nuln is the Empire's second largest city and it sits at the heart of the Old World's southern trade routes. It stands as an imposing bastion, its fortified walls bristling with enough heavy artillery emplacements to arm a fleet of war galleons. In previous times, Nuln was home to the court of the Emperor and today it remains Altdorf's largest rival, both politically and economically. North of Nuln, the River Reik is too wide to bridge, and the great bridge at Nuln, whose central section can be raised and lowered through an ingenious mechanism, is one of the great marvels of the Old World. Though there are bridges at Altdorf, where the Reik divides into a number of lesser channels, it is a point of some pride in Nuln that none of the capital's bridges can be said to span the entire width of the mighty Reik.

Nuln's reputation as a city of learning precedes that of Altdorf, although it has been overshadowed by the new capital over the last few centuries. Nuln is most famed for being the home of the Imperial Gunnery School, a sprawling network of forges and smelteries where veteran gunsmiths manufacture and maintain the Imperial artillery trains. Steam-powered air pumps work night and day to vent the acrid fumes of the blazing foundries, and portions of Nuln are forever wreathed in palls of choking soot and black smoke. Indeed, the dark smog clouds hanging over Nuln are such a permanent feature that many travellers use them to navigate. Many counts send their artillerymen to the Imperial Gunnery School to learn the art of ballistics, and crews trained in Nuln are highly valued.

TALABHEIM, THE EYE OF THE FOREST

Talabheim lies deep in the Great Forest and for this reason it is sometimes known as the Eye of the Forest where, like the eye of a storm, all is calm amidst the surrounding danger. The city is built within a huge shallow crater, many miles across, whose outer edge forms a rocky rim and a natural wall. This wall has been built up and fortified with many tall gun towers and effectively marks the boundary of the town. The land inside is extensive and includes farmlands as well as the city itself. The River Talabec flows around the outside of the crater, and where it flows past the southern edge of the wall, there is a fortified settlement named Talagaad and a deep harbour. From the fortress of Talagaad, a narrow road climbs the ridge of the crater and enters the city via a tunnel carved through the rock of the rim wall. This tunnel is the only entrance to the city, and a massive, fortified gateway at each end of the passage makes Talabheim one of the strongest and most well-protected cities in the Empire. However, this protection is bought at a high cost, for the city's civilian populace lives in grim poverty to support Talabheim's demanding military and an unforgiving martial law is in force at all times. Talabheim is also home to some of the most notorious criminal elements in the Empire, plagued by gangs who survive by preying upon the oppressed populace.

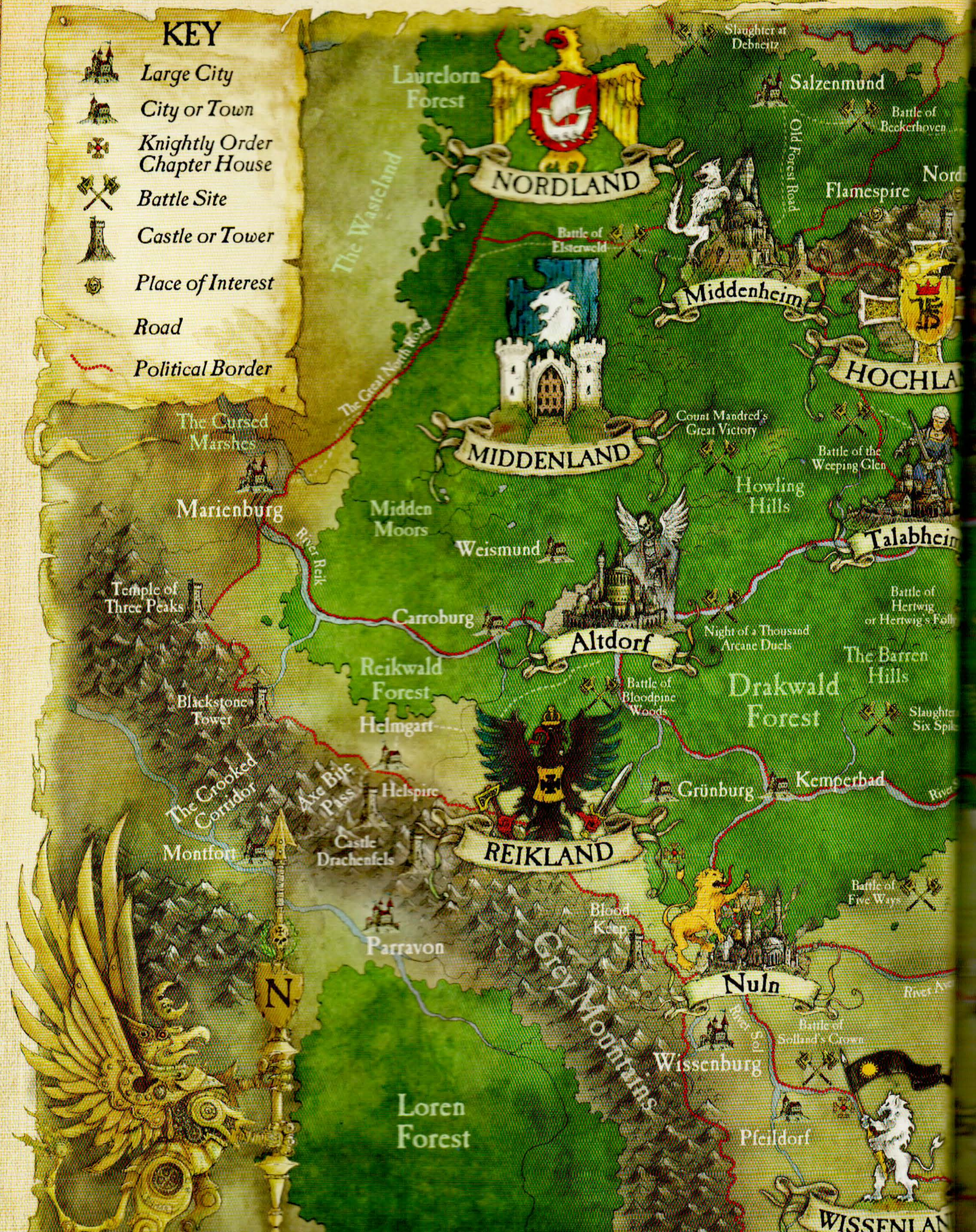
MIDDENHEIM, CITY OF THE WHITE WOLF

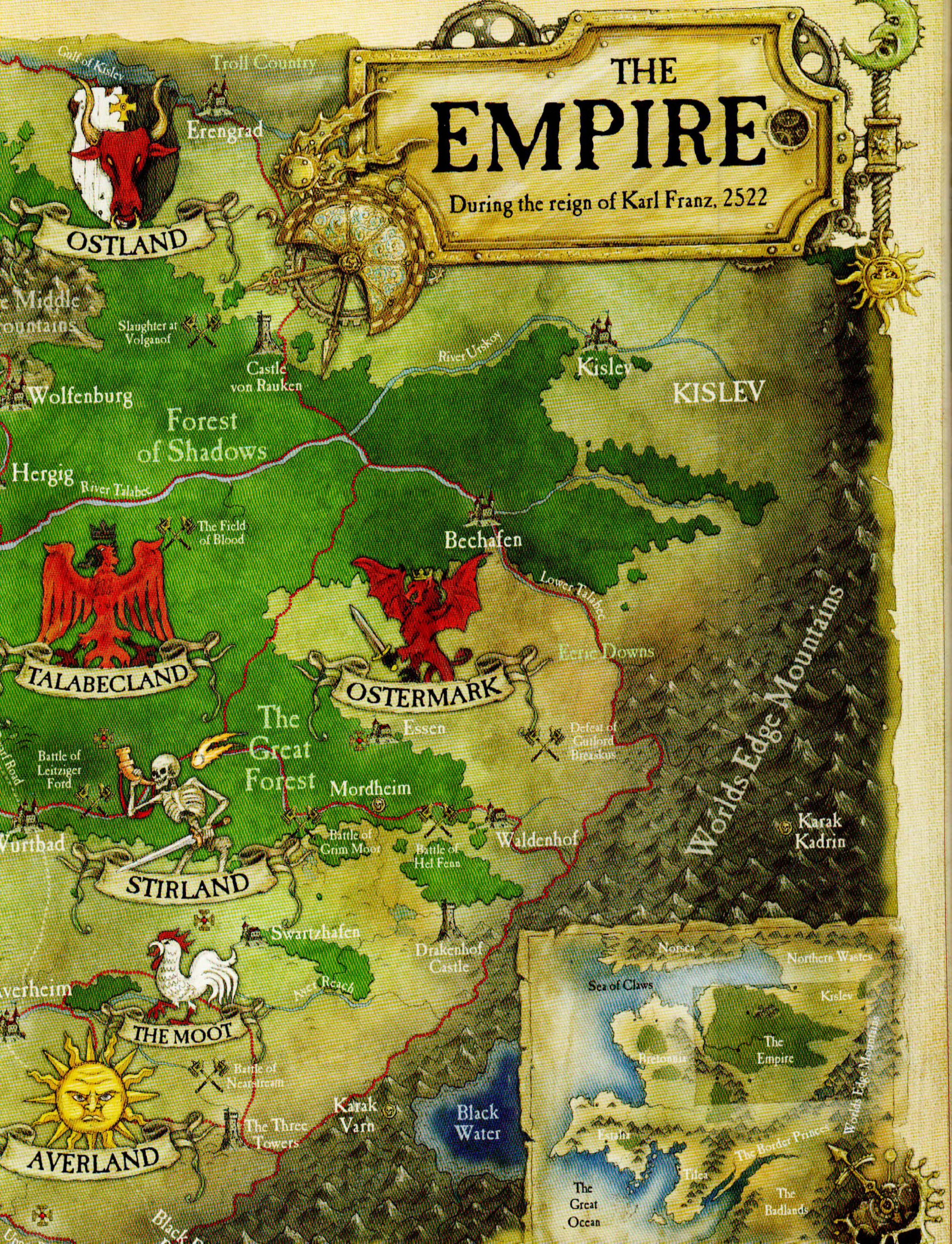
Middenheim is the City of the White Wolf, the symbol of the god Ulric, patron deity of the city and its territories. The Temple of Ulric at the city's heart is the centre of his cult throughout the Old World and its High Priest, Ar Ulric, is one of the electors of the Empire. Middenheim is an impregnable fortress that stands atop the Ulricsberg, a sheer-sided pinnacle of white rock that rears from the surrounding forest like the fang of a great wolf. Four wide highways built on towering viaducts climb from the forest floor and provide the main access to the city. Wooden drawbridges connect the city gates with these highways, and these can be raised to isolate the city in times of war or plague. In addition, there are numerous cranes, chairlifts and rope ladders that are used to pull goods, and sometimes people, up the sides of the cliffs. The Ulricsberg itself is riddled with tunnels, ancient tombs and catacombs but, after several incidents involving mutants and reports of mysterious ratmen, access to them is limited to the town guard and certain licensed adventurers who are permitted to search for ancient treasures.

MARIENBURG, CITYPORT OF MERCHANTS

At the mouth of the River Reik stands Marienburg – one of the largest, richest, most corrupt and dangerous cityports in the Old World. It is a den of pirates, assassins and black-marketeers. Here, everything is for sale, and nothing is without a price. Marienburg is also known as the City of Gold, which alone conveys a good idea of the wealth of this sprawling city. Nowhere else can exotic goods from as far away as the Elven kingdoms of Ulthuan or distant Cathay be found so readily.

Long ago, Marienburg was a city of the Empire, but in 2429, the city's Burgomeisters colluded with Emperor Dieter IV to secure their independence in return for a massive donation of gold to the Imperial coffers. When this scandalous affair came to light, Dieter was quickly deposed and Wilhem III of Altdorf became the new Emperor. Numerous attempts over the past decades to restore Marienburg to the Empire have all failed, and the city remains so fiercely independent that Theoderic Gausser of Nordland (nominally the ruler of Marienburg) is forbidden to return under pain of an excruciatingly hideous death.


KEY
Large City
City or Town
Knightly Order Chapter House
Battle Site
Castle or Tower
Place of Interest
Road
Political Border
Slaughter at Debneitz
Laurelorn Forest
Salzenmund
Battle of Beckerhoven
Old Forest Road
NORDLAND
Nord
Flamespire
The Wasteland
Battle of Elsterweld
Middenheim
The Great North Road
HOCHLA
MIDDENLAND
Count Mandred's Great Victory
The Cursed Marshes
Battle of the Weeping Glen
Marienburg
Howling Hills
Midden Moors
River Reik
Weismund
Talabhei
Temple of Three Peaks
Battle of Hertwig or Hertwig's Foll
Carroburg
Altdorf
Night of a Thousand Arcane Duels
The Barren Hills
Reikwald Forest
Battle of Bloodpine Woods
Drakwald Forest
Blackstone Tower
Helmgart
Slaughter
Six Spik
Axe Bite Pass
Helspire
Grünburg
Kemperbad
River S
The Crooked Corridor
Montfort
Castle Drachenfels
REIKLAND
Battle of Five Ways
Blood Keep
Parravon
Grey Mountains
Nuln
N
River A
River Sol
Battle of Solland's Crown
Wissenburg
Loren Forest
Pfeildorf
WISSENLAN



THE EMPIRE

During the reign of Karl Franz, 2522

Gulf of Kislev
Troll Country
Erengrad
OSTLAND
e Middle
ountains
Slaughter at
Volganof
Castle
von Rauken
River Urskoy
Kislev
KISLEV
Wolfenburg
Forest
of Shadows
Hergig
River Talabec
The Field
of Blood
Bechafen
Lower Talabec
TALABECLAND
Eerie Downs
OSTERMARK
The
Great
Forest
Essen
Defeat of
Gutford
Breaskus
Battle of
Leitziger
Ford
Mordheim
Worlds Edge Mountains
Karak
Kadrin
urtbad
Battle of
Grim Moor
Battle of
Hel Fenn
Waldenhof
STIRLAND
Swartzhafen
Drakenhof
Castle
Aver Reach
verheim
THE MOOT
Battle of
Nearstream
Karak
Varn
Black
Water
The Three
Towers
AVERLAND
Black
Norsca
Northern Wastes
Sea of Claws
Kislev
Bretonnia
The
Empire
Worlds Edge Mountains
Estalia
The Border Princes
Tilea
The
Great
Ocean
The
Badlands

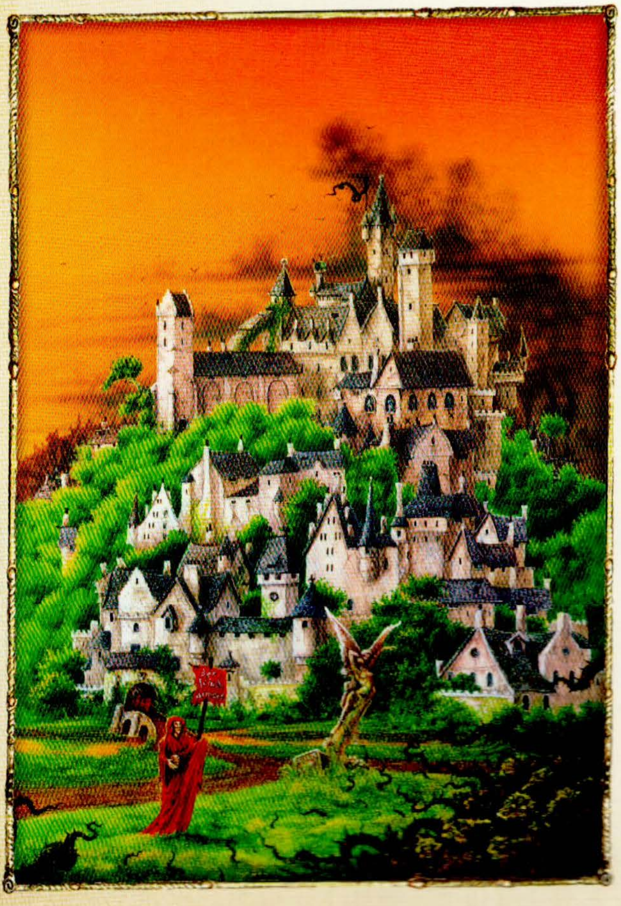
THE HEART OF THE OLD WORLD

The individual character of the Empire's provinces has long been defined by its landscape. Tall mountains act as borders, vast forests provide food and the material of production, while wide rivers make trade and travel over great distances possible. Yet at times, the land itself seems to strive against the Empire's progress, concealing monsters and villains of all sorts in steep passes and dark groves. Yet, though peril awaits from within and without, the Empire has thus far proved equal to the challenge.

THE TOWERING MOUNTAINS

The Empire is partly bound by three tall mountain ranges: the Grey Mountains to the west, the Black Mountains to the south and the Worlds Edge Mountains to the east. They form a natural defensive barrier, but they also harbour many foul and dangerous foes whose malign gazes are ever turned towards the Empire.

The Grey Mountains divide the Empire from the kingdom of Bretonnia. These peaks have an evil reputation and their shadowy crags are the source of many dark legends. Whispered tales are told of Blood Keep, legendary home to an order of ancient Vampire warriors, and of Helspire, a dread fortress garrisoned by an army of Liches. Other storytellers delight in the macabre saga of Castle Drachenfels, a ghost-haunted ruin said to have once been the lair of a powerful necromancer.



The northern tip of the Grey Mountains declines into a hilly region known as the Gisoreux Gap – the principal route between Bretonnia and the Empire. Some merchants prefer to risk the journey across the mountains rather than add weeks to their travels and exuberant tolls to their expenses by going around. Many fatally regret that choice when they wander into the territory of a raging Hippogryph.

The chief path through the Grey Mountains themselves is Axe Bite Pass to the southwest of Altdorf. The fortress of Helmgart, a massive tower that rises out of the mountainside and whose battlements overlook the path below, protects the Empire's end of this pass. On the far side lies the Bretonnian castle of Montfort, and both have seen much fighting as ambitious Imperial nobles and Bretonnian knights have sought to gain advantage over their neighbours. There are other ways across the Grey Mountains, smaller and more perilous routes that may be traversed in the summer months. One such trail is a narrow path known as the Crooked Corridor. After several Goblin invasions via this route, the Emperor ordered the construction of the Blackstone Tower, whose ramparts overlook the narrow gorge and grant the garrison's sharpshooters unparalleled fields of fire.

To the East, the Worlds Edge Mountains are so tall they seem to scrape the sky with their immensity. In ancient times, the entirety of this mountain range was the domain of the Dwarfs who crafted vast cities and fortresses into the rock. However, when this realm fell into ruin, many of their tunnels and halls were destroyed or captured by Night Goblins, Skaven and other evil creatures. Only the insanely brave would dare risk the untold dangers of crossing beneath these mountains now, but the overland routes are perhaps even more dangerous, rife with Orcs, Ogres and Griffons.

The Black Mountains divide the Empire from the wild, southern lands of the Border Princes. The skies above this range are wreathed in dark thunderheads and flocks of Blood Harpies, while Ice Giants and other predatory creatures prowl the blizzard-swept slopes. The Black Mountains are riddled with crude, Goblin-hewn tunnels and infested with all manner of ravenous beasts, including Trolls, Wyverns and dreaded Cockatrices. Some even whisper that Frost Dragons make their lairs in these grim mountains and tales abound of these deadly creatures venturing down to the Empire to feed.

There are several paths across the Black Mountains, and mighty fortresses defend them all. The greatest of all these passes is Black Fire Pass. This deep cleft is famous as the site of Sigmar's epic victory against the greenskin hordes but this is not the only battle to have been fought here. The sheer walls of this pass widen out in the middle of its length into a massive valley littered with rusted blades and the bleached bones of the slain.

Finally, forming the other main highland region within the Empire are the menacing Middle Mountains. This range is shunned by all right-minded folk, leaving it as a lair for bandits, rogues and other undesirables. Deep within the mountains stands Brass Keep. Once an Imperial fastness, it was captured during the Great War Against Chaos and is now the refuge of the Warriors of Chaos who maintain a foothold in the midst of the Empire. The taint of Chaos has blighted the land to such an extent that parts of the mountainside have been known to mystically come to life, devouring with stalagmite-sized teeth any who dare trespass. Bat-winged Manticores and Chimerae soar above the rocky crags, their monstrous roars cutting through the howling winds. Graf Boris Todbringer, Count of Middenheim, has raised armed expeditions to clear out these foes, but most of these forays are doomed from the start and few, if any, of the brave souls sent forth ever return.

THE MIGHTY RIVERS

Because it is surrounded by uplands, the Empire acts like a huge basin into which countless mountain streams drain, and these converge to form spectacular, fast-flowing rivers. They are the greatest waterways in the Old World, and travel by boat and barge is usually faster and safer than travel through the Empire's dangerous forests or along primitive roads. Citizens of the Empire tend to refer to the areas adjoining the rivers by the names of the rivers themselves; Talabecland around the river Talabec, Reikland by the banks of the Reik, and so on. The river Sol once delineated the former realm of Solland, and is the southernmost of the Empire's rivers.

The River Aver is fed by two startlingly blue rivers that are said to have magical healing properties – the Aver Reach and the Blue Reach. They unite in the Halfling realm of the Moot, a fertile land referred to as the breadbasket of the Empire, before passing the provincial capital of Averheim. The plains of Averland form prime grazing land and the steeds of this province are said to be the fastest in the Empire.

The River Stir has a sinister reputation amongst the people of the Empire, for upon its banks lie both the dark land of Sylvania and the former site of Mordheim, a cursed city destroyed by a warpstone meteorite. Foul magic leeches into the Stir and, when the Chaos moon shines bright, the river turns black and many who gaze into its depths are said to glimpse their own grisly death reflected on the surface. For virtually its entire length, the Stir flows through the Great Forest, and its few fordable crossings mean that the river forms both a defensive barrier and a political border between Stirland and Talabecland. Since the Time of Three Emperors these provinces have shared an uneasy truce, but in 2427, at the Battle of Leitziger Ford, the rivalry between these two provinces erupted into outright hostility. The Elector Counts duelled in the centre of the crossing point, and the combat only ended when the Count of Stirland hacked the leg from his rival with his Runefang. The severed leg was recovered by the soldiers of Stirland, and despite repeated requests by the Count of Talabecland's descendants, the Counts of Stirland have, to this day, refused to return their grisly trophy.

The River Talabec is named for the god Taal, Lord of Beasts. According to common superstition, Taal is easily offended and quick to anger, so when crossing one of the Talabec's bridges, the folk of the Empire tip their hats in deference or throw ravens' feathers into the rapid waters. The Talabec's two forks, the Upper and Lower Talabec, flow westward from the Worlds Edge Mountains and converge at the Ostermark Marches – a borderland punctuated by watchtowers, armouries and smithies that supply the Empire's northern armies. Further south, the Talabec joins the River Urskoy, becoming so wide as to be impossible to bridge. This stretch of water swarms with flesh-eating lurker fish and vast, scaled monsters have been known to smash merchant barges apart to feast upon their crews. At Talabheim, the waters are calm enough for a ferry point and the banks of the river are fortified with cannon emplacements to protect it against invaders.

A LAND OF FAITH

The Empire is a polytheistic society, a realm where it is considered only right and proper to honour all the gods. Even those priests who dedicate their lives to the worship of a particular deity show respect to other gods. That isn't to say that the holy men of a particular priesthood don't resent the influence of a neighbouring temple in whose shadow they lie, but to offer insult to any of the gods is tantamount to insanity. The Temples of Ulric, for example, almost always have at least one shrine dedicated to Shallya, the goddess of healing and mercy, whose blessings can restore a warrior's wounds, and a shrine of Morr, the brooding god of death who will tend to those soldiers who cannot be saved.

However, of all the gods, it is Sigmar who is accepted as the patron of the Empire. This is true throughout the Empire – even in places such as Middenland, where Ulric, the warrior god of wolves and winter, is favoured and in Talabecland, where his brother Taal, the noble lord of nature, is more actively worshipped.

The Reik is the longest river in the Old World and the most important waterway in the Empire, making the Reikland its most prosperous province. It is a busy river, with fully laden merchant vessels travelling all the way from Marienburg to Nuln. This broad stretch of water carries more shipping than the rest of the Empire's rivers put together, and it is the principal route for both trade and river piracy. Patrols of Shipswords and garrisons of Reik River Wardens protect the merchant traffic, but even they can't be everywhere at once…

The capitol city of Altdorf is built upon an island in the River Reik formed of deposits of black soil carried from the Middle Mountains along the Talabec, surrounding the city with many shifting channels, mud-flats and marshes renowned for their evil smell and River Troll-infested bogs. These reunite into a single large body of water west of Altdorf, and from there the river becomes broad and deep, with steep rocky islands thrusting up from the water midstream, before reaching the sea at Marienburg. These islands are secure places for imposing fortresses, smuggler's dens and even as sites for remote villages. Only the most desperate of the Empire's citizens live on such places, for many have been ravaged by flood and storm, and still others have fallen foul of merciless corsair raids. However, even more worrying are the reports of entire villages being destroyed overnight, dragged into the torrents by the tentacles of an impossibly large denizen of the deep.

> 'The gods have seen fit to populate the Old World with all manner of foul monsters. They've also seen fit to grant me a keen eye and a strong bow to hunt them with.'
>
> *– Markus Wulfhart, the Huntsmarshal of the Empire*

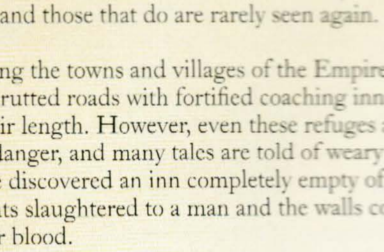
THE DARK FORESTS

The Empire is a land dominated by grim forests strewn with spider webs and the moss-covered remains of unwary travellers. These tangled woods are infested with all kinds of evils, and all manner of dreadful creatures and forgotten secrets are concealed beneath darkened boughs.

This vast swathe of dark woodland is punctuated in places by the spires of wizard's towers, fortified watchtowers and arcane ruins – many of which are now the lairs of fierce beasts, bandits, or mutants – as well as a few of the more isolated settlements of the Empire. These are lonely pockets of civilisation, high-walled towns and villages where the gates are locked and barred every night and the surrounding forest is regarded with dread. Few dare venture beyond sight of the tree line, and those that do are rarely seen again.

Connecting the towns and villages of the Empire are perilous, rutted roads with fortified coaching inns scattered along their length. However, even these refuges are not without danger, and many tales are told of weary travellers who have discovered an inn completely empty of life, its inhabitants slaughtered to a man and the walls coated thickly with their blood.

The Forest of Shadows is a brooding wood northeast of the Middle Mountains and encompasses most of Ostland. The forest is thick with raiders and Chaos warbands, and only heavily protected convoys have a chance of passing through. It is often said that in the Forest of Shadows there are more brigands than trees. The Doom Lord, Dieter Helsnicht, was defeated here at the Battle of Beeckerhoven, but his body was never found. Shambling corpses and terrifying Wraiths are often seen wandering the abyssal forest, and tales persist that the Necromancer still haunts there.



The infamous Drakwald Forest lies under a perpetual gloom in the area around Middenheim. Vicious monsters and savage beasts prowl the dark pines, and more frightening noises than the echoes of howling wolves keep villagers awake at night. It is a place overrun with foul Beastmen, wild Demigryphs, mutated monsters and many other things, each viler than the last. At Elector Count Graf Todbringer's decree, there is a standing bounty on the heads of these dread creatures, attracting mercenaries from all over the Old World. The Knights of the White Wolf often take up the hunt, seeing it as a good way to test their skills and blood their Order's newest initiates. So it is that bands of these fierce knights often sally deep into the Drakwald to cull the beasts in the name of Ulric.

The greatest huntsmen of the Empire test their trade in the Drakwald Forest, and for every hundred would-be monster hunters that are ripped apart by baying hordes or devoured by blood-greedy beasts, one may succeed in capturing a particularly ferocious and impressive creature. These are often sold for a healthy profit to the Imperial Zoo in Altdorf, or to an Elector Count for his own, personal menagerie. However, it is not just the savage animals of the forest that prey on unwary travellers; the trees themselves have been known to attack passers-by. Reaching out with sturdy boughs, they entrap their victims before absorbing their vital fluids and spitting out their withered husks. It is not without reason that children of Nordland are scared into obedience with tales of the Drakwald Oak.

'Where march you, men of Reikland,
where carry you halberd and sword?

We march to war for our Emperor,
and Sigmar, our saviour and lord.

Tomorrow we go to war,
to face the hosts of Chaos.

Tomorrow we will be buried,
in cold graves that await us.

And when the fighting is done,
and the sun goes down at night.

Hear my prayer, save my soul,
and take me to Sigmar's light.'

- Old Soldier's song from Reikland.

Further south, covering the central area of the Empire, is the Great Forest. It is an ancient, colossal and diverse woodland. In some places, the venomous thickets are so dense that the air itself is poisonous to breathe. In other areas, the trees have mystically been petrified, and if a man were foolish enough to touch one, he too would be turned to stone. The Great Forest is also home to tribes of spiteful Forest Goblins and hordes of gigantic spiders, some of which are the size of fortified manor houses. Villages within the Great Forest are raided with alarming regularity and entire populations have been discovered wrapped in cobwebs and drained of blood. The constant attacks mean that many people become dispossessed, and roving bands of Flagellants are a common – if not exactly welcome – sight in the Great Forest. Their bloodied processions of whipping, screaming madmen march from town to town spreading their messages of doom and despair to all they encounter.

The Reikwald Forest lies to the south of Altdorf, filling the land between the River Reik and the Grey Mountains. It is a favourite haunt of those who have been outcast from the Empire's cities, where fugitives from justice take to an existence of banditry. Though it is but a few leagues from the Empire's seat of power, there is scant resolve to clear the Reikwald Forest, as it provides a ready source of mercenaries and conscript regiments to the Emperor's banner when he marches to war. Many such bandits are content to turn a coin fighting as mercenaries and, though they are neither as reliable nor as well trained as state troops, whilst they fight in the Emperor's armies at least they are not robbing his lands!

SOLDIERS OF THE EMPIRE

The Empire has managed to survive centuries of bloodshed and turmoil thanks to the bravery and martial skill of its armies. The backbone of the Empire's diverse army is its regiments of well-drilled infantry; serried ranks of disciplined state troops that fight shoulder to shoulder to defend the Empire. These brave soldiers are ably supported by fully armoured Knights, potent Battle Wizards, pious Warrior Priests, black-powder artillery and courageous heroes riding atop noble Imperial Griffons.

In this section, you will find details for all the different troops, heroes, monsters and war machines used in an Empire army. It provides the descriptions, imagery, characteristics profiles and special rules necessary to use all the elements of the Empire army, from Core units to Special Characters, and from magic items to the experimental weapons of the Imperial Armoury.

ARMY SPECIAL RULES

This section of the book describes all the different units used in an Empire army, along with the rules necessary to use them in your games of Warhammer. Where a model has a special rule that is explained in the *Warhammer* rulebook, only the name of that rule is given. If a model has a special rule that is unique to it, that rule is detailed alongside its description. However, there are a number of commonly recurring 'army special rules' that apply to several Empire units, and these are detailed here.

REGIMENTAL UNITS

Some units have an option in the Empire Army List (see page 82) to purchase one or more support units, called Detachments. Units that can purchase Detachments have the **Regimental Unit** special rule. Units that can be fielded as a Detachment have the **Detachment** special rule. Some units have the option to be either a Regimental Unit or a Detachment, though they cannot be both, so make sure your opponent is aware of which units in your army are Regimental Units, and which are Detachments, when you place them on the battlefield.

The following rules apply when selecting Detachments:

- Detachments cannot be taken without a Regimental Unit.
- A Detachment's size can range from a minimum of five models to a maximum of half the number of models in the Regimental Unit (rounding up).
- Detachments can purchase any equipment upgrades listed in their army list entries, but they may not include a standard bearer, musician or unit champion.
- The points cost of a Detachment, and any upgrades it has taken, counts towards the points total of the same unit category as the Regimental Unit they are purchased with.

In battle, Regimental Units provide leadership to their Detachments. As long as the Regimental Unit is not fleeing, their Detachments that have at least one model within 3" use the Regimental Unit's Leadership, unless it would otherwise be higher.

Regimental Units and Detachments fight so closely together that they are affected by the same battlefield psychology. If a Regimental Unit has any of the special rules listed below, they confer the same special rule onto all of their Detachments whilst they have at least one model within 3":

- Frenzy
- Hatred
- Hold the Line! (see page 32)
- Immune to Psychology
- Stubborn
- Steadfast
- Stupidity

Example: A Detachment of Handgunners (who have Leadership 7) are required to take a Break test. The Detachment is within 3" of their Regimental Unit of Greatswords (who have a Leadership of 8 and the Stubborn special rule). The Greatswords are not fleeing and so the Handgunners gain the Stubborn special rule and take the Break test using the Greatswords' Leadership of 8.

DETACHMENTS

Detachments must be deployed at the same time as their Regimental Unit, with at least one model from the Detachment within 3" of their Regimental Unit. If arriving as reinforcements, a Detachment always arrives with its Regimental Unit; the Detachment must be deployed so that at least one model in the unit is within 3" of its Regimental Unit and their back rank touches the board edge.

Detachments are trained to support their Regimental Units and protect them in battle. If an enemy unit declares a charge against a Regimental Unit, and the Regimental Unit does not flee as a charge reaction, then each of its unengaged Detachments within 3" can make either a **Support Fire** or a **Counter Charge** action (see below). These actions are declared immediately after their Regimental Unit's charge reaction. If the Regimental Unit does not get a charge reaction for any reason then the Detachment cannot make a Support Fire or a Counter Charge action.

Additionally, a Detachment can only declare one Support Fire action, one Stand and Shoot reaction or one Counter Charge action per turn.

- **Support Fire**
  A Detachment can only declare a Support Fire action if at least one model in the unit is armed with a missile weapon and the range between the charging unit and the Regimental Unit is greater than the charging unit's Movement characteristic.

  If a Support Fire action is declared, the Detachment makes an immediate, out of sequence shooting attack, resolved as if it had just declared a Stand and Shoot charge reaction against the charging unit. All unsaved Wounds from a Regimental Unit and its Detachment's Stand and Shoot charge reaction and/or Support Fire actions, are combined when determining if the charging unit is required to take a Heavy Casualties Panic test.

- **Counter Charge**
  If a Counter Charge action is declared, the Detachment makes an out of sequence move that is resolved as if it had just declared a charge against the charging unit. This move is made after your opponent has moved all of his charging units, as long as one or more enemy units has successfully completed a charge against the detachment's Regimental Unit. The enemy does not get to make any charge reactions against a Counter Charge, but otherwise all the normal charging rules and bonuses apply.

'The Siege of Altdorf was my first battle, and damn near my last. See this scar, and this? My empty sleeve, this wooden leg, and this patch where my eye should be? We fought like Unberogens that day, slaughtering dozens of the foul Orcs, but there were always more – a tide of green-skinned monsters as far as the eye could see, and worse things yet that still give me nightmares to this day. Sigmar alone knows how we survived.'

- Tobias Gottmann, last survivor of the Altdorf Redshields

THE IMPERIAL ARMOURY

In this section, you will find the descriptions and rules for a number of weapons and upgrades that are available to several units and characters within the Empire army.

MECHANICAL STEED

Named by its creator as 'Meikle's Equine Effigy of Dynamic Locomotion', the mechanical steed is one of the more dubious inventions produced by the Imperial School of Engineers. Its clockwork mechanism must be regularly wound lest the contraption grind to a halt. This is a risky and time-consuming process, and several Engineers have met with injury after the winding spring has failed and they have been flung into the air by a bucking metal horse. However, when a Mechanical Steed operates properly, anything caught in its path is likely to be demolished by the impact.

	M	WS	BS	S	T	W	I	A	Ld
Mechanical Steed	7	1	0	4	4	1	1	1	2

TROOP TYPE: War Beast.

SPECIAL RULES: Impact Hits (D3).

Unreliable: Roll a D6 for each Mechanical Steed at the start of each of your Movement phases. On the roll of a 2-6, the Mechanical Steed is unaffected. On the roll of a 1, the Mechanical Steed's mechanism has started to run down; the steed must deduct D3 from its Movement characteristic for the rest of the game (to a minimum of 1).

FULL PLATE ARMOUR

The greatest and most honoured warriors of the Empire go to battle wearing sturdy suits of Dwarf-forged plate mail.

A model with full plate armour has a 4+ armour save. This combines with other armour as normal.

GRENADE LAUNCHING BLUNDERBUSS

This unusual weapon fires a small explosive charge that can punch through the thickest suit of armour.

Range	Strength	Special Rules
18"	6	Armour Piercing, Move or Fire, Slow to Fire

HOCHLAND LONG RIFLE

Invented by Leon Todmeister, few foes have fallen in the sights of a sniper with a Hochland long rifle and lived to tell the tale.

Range	Strength	Special Rules
36"	4	Armour Piercing, Move or Fire, Slow to Fire, Sniper*

**A model firing a Hochland long rifle gains the Sniper special rule.*

PIGEON BOMBS

Herstel-Wenckler was the first Engineer to train a determined cadre of homing pigeons to fly towards the foe. Each bird was fitted with a bomb, designed to fall away when its fuse burned to a certain point.

A Master Engineer with Pigeon Bombs can use them instead of firing a weapon in the Shooting phase. When a Master Engineer declares he will be using Pigeon Bombs, nominate any enemy model within 24", roll a D6 and consult the following chart:

1	**Oops!** The confused pigeon returns to its handler. Centre the small round template over the Master Engineer. Every model touched by the template suffers a Strength 4 hit.
2-4	**Boom!** The bomb explodes harmlessly in mid air (harmlessly for everyone except the pigeon).
5-6	**Huzzah!** The pigeon lands exactly on the head of its target just before the bomb detonates. Centre the small round template over the target. Every model touched by the template suffers a Strength 4 hit with the Armour Piercing special rule.

REPEATER HANDGUN

Also known as 'Von Meinkopt's Whirling Cavalcade of Death', the repeater handgun is a bizarre, multibarrelled contraption that spits a torrent of bullets at its enemies.

Range	Strength	Special Rules
24"	4	Armour Piercing, Move or Fire, Multiple Shots (3)

REPEATER PISTOL

A repeater pistol packs a punch belied by its compact size.

Unlike most other weapons, a repeater pistol can be used as both a missile weapon and a close combat weapon, following the same rules as an additional hand weapon.

Range	Strength	Special Rules
12"	4	Armour Piercing, Multiple Shots (3), Quick to Fire

Brace of Pistols including a Repeater Pistol:
(Combat)

Range	Strength	Special Rules
Combat	As user	Extra Attack*, Requires Two Hands

**Grants an Extra Attack to models on foot only.*

(Shooting)

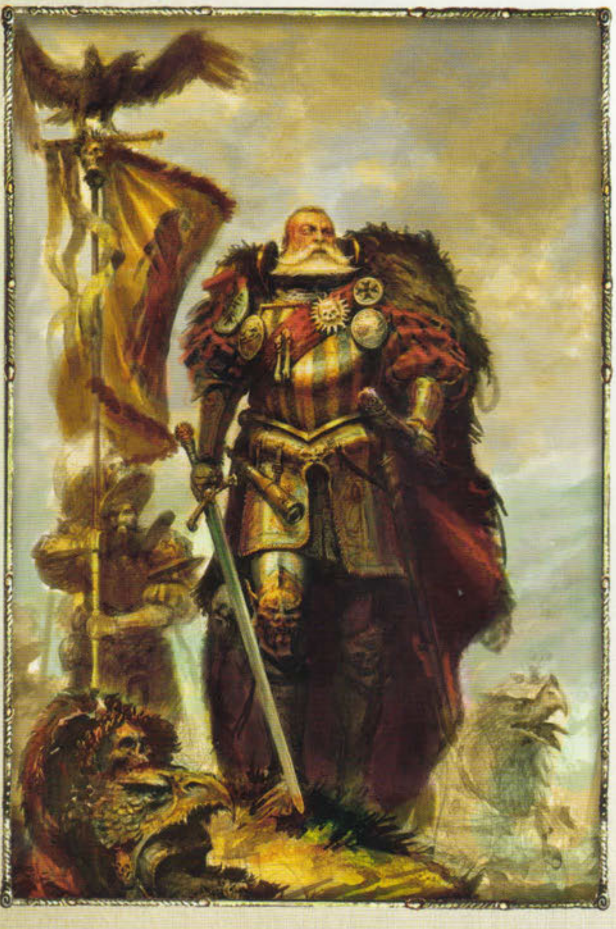
Range	Strength	Special Rules
12"	4	Armour Piercing, Multiple Shots (4), Quick to Fire

COMMANDERS OF THE EMPIRE

The armies of the Empire are led by warriors who have been trained to direct their forces as effortlessly as a swordsman wields a blade. First and foremost amongst these great leaders are the Elector Counts, inspirational and famous individuals whose mere presence can steady a wavering battle line. The knowledge that their count is personally fighting beside them is enough to embolden the courage of a province's soldiers and strengthen their resolve.

In practice, however, it is unfeasible for Elector Counts to command every force that must be despatched, for the Empire is a dangerous land, and its territories are forever under attack from savage monsters and marauding armies. Often, command is delegated to a trusted soldier considered to be an honourable leader of men, and this officer will lead the province's forces when the count cannot. Of course there are always exceptions, and some of the more bellicose counts, such as Valmir von Raukov of Ostland, have an unhealthy love for the clash of swords and thunder of cannons, thus taking to the field of battle whenever they can.

Many of the men appointed by an Elector Count to lead an army will also be nobles of the Empire, educated in martial pursuits from an early age – falconry, swordsmanship and hunting Beastmen in the forests. Others have risen through the ranks, having first stood amongst the rank and file with a bloody halberd in their hands. These officers vary greatly in standing, depending on the size of the force they lead, and can be known as captains, marshals, generals or simply commanders. Regardless of their station, the vast majority will be tried and tested veterans of many years who have a fine understanding of the craft of soldiering, having spent most of their lives fighting in defence of the Empire.



The commanders of the Empire differ greatly in skill and bravery. The Elector Count of Middenland, Boris Todbringer, for example, is a ferocious commander, and though his boldness and skill at arms is beyond doubt, his impetuous battle plans are sometimes costly. On the other hand, there are commanders such as Baron Kurt von Steinburg, of Stirland, who has famously never won a single duel in his life, but who possess one of the shrewdest tactical minds in the Empire. There are also, unfortunately, a small minority of Empire commanders who are little more than effete fops. They tend to be petty aristocrats who owe their rank more to ancestral titles and politicking at court than to any actual experience of leading men on the field of war.

	M	WS	BS	S	T	W	I	A	Ld
General of the Empire	4	5	5	4	4	3	5	3	9
Captain of the Empire	4	5	5	4	4	2	5	3	8

TROOP TYPE: Infantry (Character).

SPECIAL RULES:

Hold the Line! While a character with this special rule is in a unit, the unit rolls 3D6 for any Break test it is required to take, and uses the two lowest scores.

THE PRIDE OF THE EMPIRE

The soldiers of each Imperial province take pride in their regimental histories, bragging of their heroes and former glories whilst belittling the meagre accomplishments of neighbouring states. Every professional fighter in Ostland has heard tales of the battle prowess of their Elector Count, Valmir von Raukov, and those provinces whose leaders are better known as statesmen and diplomats are disparaged as soft southerners. Warriors of Middenheim are apt to praise the Order of the Knights of the White Wolf, recounting their howling charges and how they maul foes with heavy hammers. To true Middenlanders, fighters who use shields, which the White Wolves disdain, are seen as somewhat less manly. Men of Stirland espouse the marksmanship of their archers – able, by claim, to stick a Beastman in the eye at two hundred paces, whilst the folk of rival states roll their eyes in disbelief. Those citizens who hail from Reikland hold pride of place, for their well equipped soldiery has saved many battles and they can also boast of being home to some of the most famous warriors to lift a blade, including the Reiksmarshal Kurt Helborg. Despite the posturing and pompous claims, when faced with a common enemy, the soldiers of the Empire, no matter which province or city-state they call home, have stood shoulder to shoulder on the battlefield shouting 'Sigmar save the Emperor' and giving their all to claim victory.

BATTLE WIZARDS

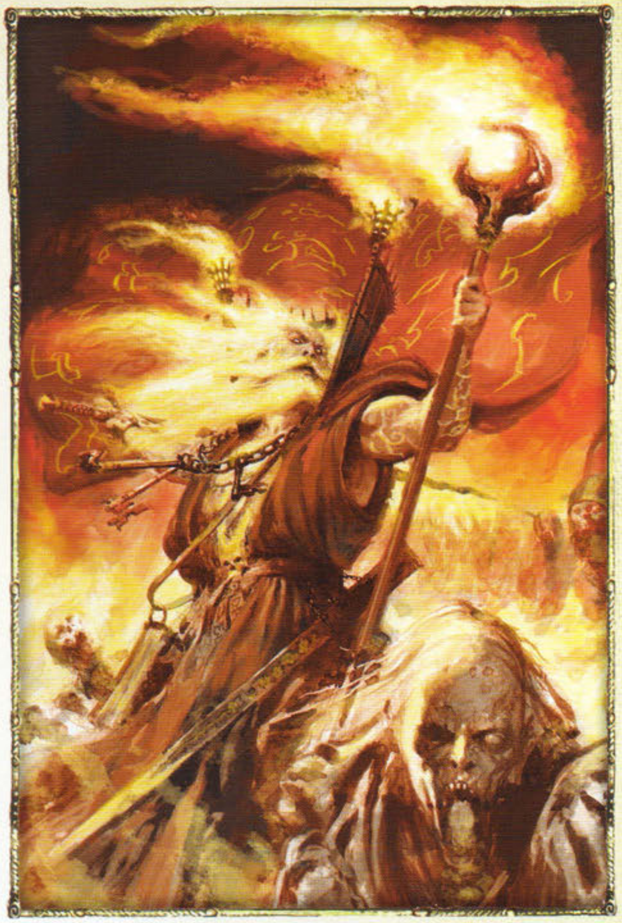
After the Great War Against Chaos, Magnus the Pious lifted the ancient laws against the practice of wizardry and founded the eight Colleges of Magic in Altdorf. His aim was to provide a core of competent Battle Wizards so that the Empire would never again have to fight a battle without the aid of magic. Ever since, when the Emperor and his Elector Counts muster their armies to war, they will call upon the Colleges of Magic for aid, and Battle Wizards will be provided as needed. The services of a Battle Wizard are much sought after by the Elector Counts, as many of their enemies employ potent shamans or fell sorcerers. Such foes bend the Winds of Magic to evil and destructive ends, and only those schooled in the arcane arts of the Colleges of Magic have any chance of countering such power.

Battle Wizards are strange figures who wield awesome magical powers and are privy to secrets beyond the ken of normal folk. Battle Wizards learn to harness one of the Winds of Magic to their will. They dedicate many long years, sometimes decades, to studying arcane tomes and mystical scrolls, but only a fool would mistake their frail, scholarly appearance for weakness. Battle Wizards can hurl bolts of fire and lightning at their foes, confound them with terrifying illusions or snuff out their life-force like a man blowing out a candle. It is a rare army indeed that marches to war without at least one Battle Wizard at its disposal.

The minds of men cannot master the full spectrum of sorcery without inviting insanity. As such, each of the Colleges specialises in harnessing a separate Wind of Magic. As a result, wizards from different colleges have their own distinct sorceries, traditions and secret rituals, reflecting the nature of the magical energy they wield.

Wizards are strange and aloof men, mistrusted by most folk. No sane inhabitant of the Empire courts their attention without great need, for wizards are notoriously unpredictable and dangerous. Their mood can change from cool indifference to incandescent rage at the slightest perceived insult. The fates of those fools who have provoked their ire range from the lucky ones, who were cursed with permanent cases of the hiccups, to the less fortunate, who were transformed into warty toads, or worse. Many who cross a wizard simply disappear altogether, leaving behind only a smoking pair of boots as a warning to others. Some even whisper that Battle Wizards are tainted by the very magic they wield. As such, the citizens of the Empire tend to make superstitious gestures behind their backs when in the presence of a wizard to ward away any evil influences.

To be a Battle Wizard is to understand the power at the heart of the world, and though each can bend but one of the eight Winds of Magic to his will, such power is not wielded lightly. To lose control of this arcane power for even a second is to invite disaster. A misplaced syllable could result in a wizard accidentally immolating himself, along with any unfortunates who happen to be standing in his vicinity at the time. A momentary lapse of concentration might even open a portal to the Realm of Chaos that the wizard could be sucked through. None are aware of the danger more than the wizards themselves, and so while a soldier risks his life in battle, a wizard risks eternal torment.



	M	WS	BS	S	T	W	I	A	Ld
Battle Wizard Lord	4	3	3	3	4	3	3	1	8
Battle Wizard	4	3	3	3	3	2	3	1	7

TROOP TYPE: Infantry (Character).

MAGIC: A Battle Wizard uses spells from one of the eight Battle Magic lores in the *Warhammer* rulebook.

THE TRICKERY OF WIZARDS

In the Imperial year of 2516, the Empire stood on the brink of civil war as Theoderic Gausser – the Elector Count of Nordland – sought to enact his territorial ambitions against neighbouring Hochland. The Emperor asked Balthasar Gelt to intervene on his behalf, and the Supreme Patriarch travelled to Nordland's capital of Castle Salzenmund. Though ostensibly there as an ambassador, Gelt secretly transmuted the gold earmarked for Theoderic's armies and mercenaries into worthless bars of lead before returning to Altdorf on the back of a Pegasus. The hired swords refused to fight without payment and the looming threat of civil war was narrowly averted. In revenge, Theoderic has sworn he will have Gelt's head.

THE IMPERIAL ZOO

The Imperial Zoo in Altdorf is home to some of the most dangerous monsters of the Old World. This menagerie contains all manner of grotesque monstrosities, such as the Abomination of Stirland, the Drakwald Gibberbeast and many more. In addition to being one of the wonders of the Old World, the Imperial Zoo also has a practical function, stabling the Emperor's more dangerous and bizarre mounts.

IMPERIAL GRIFFONS

Griffons have the reputation of being noble beasts. They are not frenetic killers, but instead strike with a swift, precise grace. A Griffon's every motion is poised and controlled, yet this elegance in no way undermines its deadliness – each is a mighty creature, terrible to behold in battle.

Elector Counts prize Imperial Griffons above all other mounts, and years of selective breeding have produced noble beasts that are notably stronger and larger than their wild counterparts. Brave Empire adventurers seek out Griffon nests and steal their chicks to raise in captivity, singling out the strongest, cleverest and most ferocious for their lords. Once trained to carry a man in battle, Imperial Griffons are incredibly dedicated to their riders, and many Elector Counts prize these ferocious creatures as loyal mounts.

	M	WS	BS	S	T	W	I	A	Ld
Imperial Griffon	6	5	0	6	5	5	4	4	7

TROOP TYPE: Monster.

SPECIAL RULES: **Fly, Large Target, Terror.**

UPGRADES:

Bloodroar: Enemy units must roll an additional D6, discarding the lowest result, for Leadership tests caused by this beast's Fear or Terror special rules.

Two Heads: This Imperial Griffon gains a Chomp Attack in addition to the Attacks shown on its profile, which should be rolled for separately. The Chomp Attack receives +1 To Hit against models with the Large Target special rule.

THE IMPERIAL DRAGON

There is but one Dragon in the Imperial Zoo, a ferocious beast raised from an egg said to have been taken from the deepest cave in the Black Mountains. None but Emperor Karl Franz have ever dared to ride it, for only he has the strength of will to dominate its cold, aloof mind.

	M	WS	BS	S	T	W	I	A	Ld
The Imperial Dragon	6	6	0	6	6	6	3	5	8

TROOP TYPE: Monster.

SPECIAL RULES: **Fly, Large Target, Scaly Skin (3+), Terror.**

Fiery Breath: The Imperial Dragon has a Strength 4 Breath Weapon that has the Flaming Attacks special rule.

IMPERIAL PEGASI

A Pegasus is a mighty and noble winged creature, possessed of an intelligence beyond ordinary steeds. Only many years of training will gain the trust of a Pegasus, but once established, they are loyal and will obey their master's every command.

	M	WS	BS	S	T	W	I	A	Ld
Imperial Pegasus	8	3	0	4	4	3	4	2	6

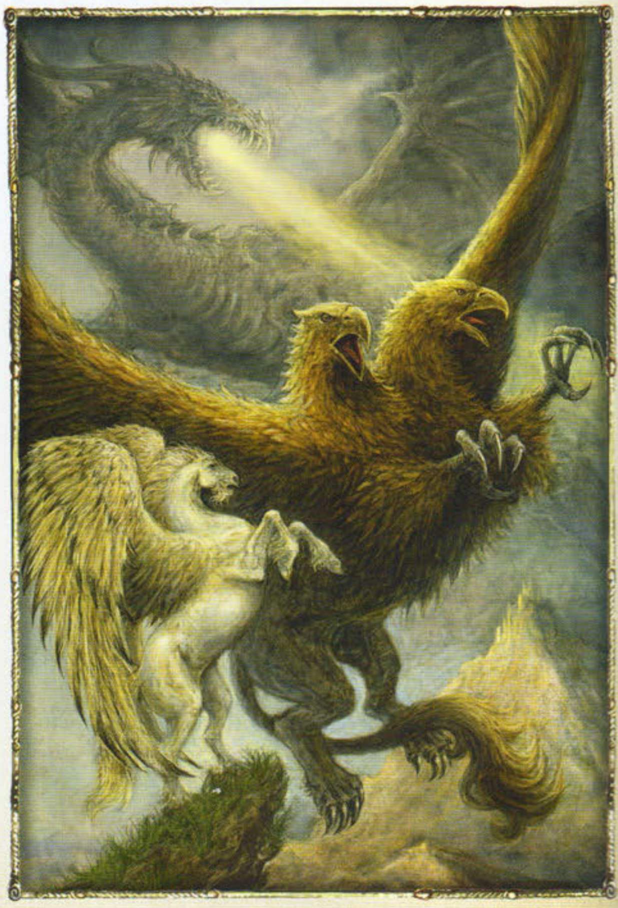
TROOP TYPE: Monstrous Beast.

SPECIAL RULES: **Fly.**

UPGRADES:

Iron-hard Hooves: An Imperial Pegasus with this upgrade re-rolls failed To Wound rolls when making a Stomp.

Swift as the Wind: An Imperial Pegasus with the Swift as the Wind upgrade re-rolls any dice results of a 1 when determining its charge range, unless it has joined a unit.



MASTER ENGINEERS

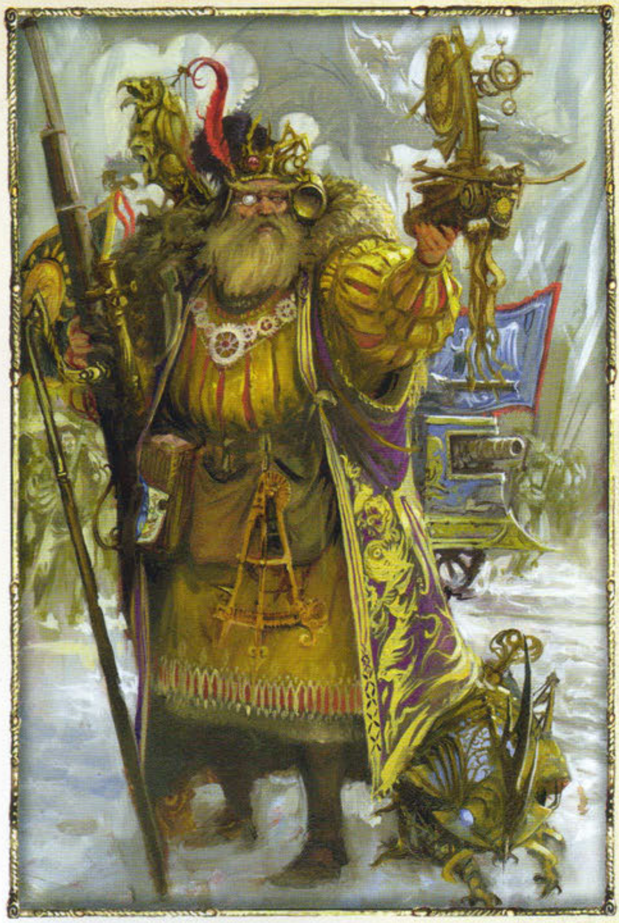
Master Engineers are eccentric individuals who are obsessed with designing new machines and technological marvels. Many are also gifted artists, writers and musicians, for inventing is just one avenue for their creative thoughts to express themselves. When their energies are focussed in the workshops of the Imperial Engineers School, they can be found tinkering with half-finished inventions and developing new technological weapons for the Emperor's arsenal.

Master Engineers can be struck by inspiration for a novel war machine at any time, and when a new idea gets stuck in their heads, they will become totally absorbed with its creation, eschewing distractions like food or sleep until they see their vision realised. These inventors tend to mutter incomprehensible gobbledygook to themselves as they bustle from one machine to another in an attempt to improve their performance. Normal citizens of the Empire quite rightly think that Engineers are a little bit mad, and they try to avoid them whenever possible.

The contraptions Engineers bring to battle range from utterly lethal devices, such as the Steam Tank and Helstorm Rocket Batteries, to the downright bizarre, such as von Hugon's terror bell, the thunder barrel, the Herstel-Wenckler pigeon bomb or a whole array of other deadly devices. These inventions rarely work, or at least not in the intended way, but every now and again a Master Engineer will succeed in creating a new and strange war machine that can have quite lethal consequences - usually, but not always, for the enemy. The youngest Engineers show a burning desire to personally try out their latest inventions on the battlefield. The older Master Engineers have seen enough malfunctions in their time to know better than to field-test their devices themselves. Instead, they prefer to entrust their prototypes to some eager, youthful fellow whilst they observe from a safe distance.

However, it is not just their positions as inventors and suppliers of deadly weapons that make Master Engineers valuable on the battlefield. While they are not soldiers, Master Engineers are still part of the Emperor's forces. They can often be found taking advantage of 'battlefield conditions' to snipe at the enemy with a variety of powerful experimental rifles and handguns.

However, sometimes Master Engineers just can't resist the appeal of being in charge of the really big guns. On the battlefield, individuals from the Imperial Engineers School attend to the artillery of the Empire forces, making small adjustments here and there as the battle rages and ensuring that the war machines function correctly. Engineers also tend to oversee the deployment of the army's artillery pieces, baffling gunners with talk of parabolic arcs, trajectories and wind speeds. Artillery crews often resent the presence of Master Engineers, seeing them as pompous bookworms who get in the way with lofty academic theories and no real practical experience. However, many a gunner has had to swallow his own words after seeing the effect of an Engineer's labours – entire enemy regiments being shredded by a direct hit from a mortar shell, a whole cavalry column torn asunder by a well-placed cannon ball, or a ferocious monster suffering the full onslaught of a Helblaster Volley Gun. Whether the carnage caused was the result of careful calculation or just blind luck, the feeling seems to be that the presence of a Master Engineer really does make artillery more reliable and accurate (most of the time anyway).



	M	WS	BS	S	T	W	I	A	Ld
Master Engineer	4	3	4	3	3	2	3	1	7

TROOP TYPE: Infantry (Character).

SPECIAL RULES:

Master of Ballistics: If a Master Engineer is not fleeing, a single war machine within 3" of him can use his Ballistic Skill and re-roll one artillery dice during the Shooting phase. This cannot be the dice that determines the distance bounced by a cannonball. You must nominate which war machine, if any, will be using this rule each Shooting phase before any war machines within 3" of the Master Engineer are fired. A Master Engineer cannot use this special rule and shoot with his own missile weapon in the same Shooting phase.

'Stand Back, Sir!': A Master Engineer that is within 3" of a war machine is allowed to take a 'Look Out, Sir!' roll just as if he was within 3" of a unit of five or more models of the same troop type as himself. If the roll is successful, the hit is instead resolved against the nearest friendly war machine.

WARRIOR PRIESTS

When an Empire army goes to war, it is often accompanied by one or more Warrior Priests. Whilst there are priests for all the many gods worshipped in the Empire, the ones who regularly take up arms are those devoted to Sigmar, although the Priests of Ulric are also known to do so. It is for this reason that they are known as Warrior Priests, for their deities are gods of battle who demand worship in the fires of war and devotion by strength of arms.

The Cult of Sigmar demands that its followers fight all forms of evil with martial feats as well as with faith, so many of its priests accompany the Empire's armies as they march to war. In this role, they not only lead and inspire troops in battle, but also minister to their spiritual well-being.

Warrior Priests are clad in ceremonial vestments and armour adorned with symbols of holy hammers, twin-tailed comets and other religious icons. They shave their heads as a sign of devotion and they carry all manner of strange fetishes made of iron, wood and bone. Many Warrior Priests further adorn themselves with scrolls detailing war oaths and parchments written in the blood of martyrs.

The prayer of a Warrior Priest is a call to war, their hymns the clash of arms and their benedictions are the smiting of Sigmar's foes. Warrior Priests call upon the power of their gods, performing miracles in their names. A Warrior Priest can summon their faith to lend steel to their blows in combat, destroy creatures of darkness or shield themselves from harm. To see such power made manifest fires the hearts of men, and all who witness such miracles redouble their efforts to defeat their enemies. Woe betide any foe facing an army filled with such divine power.

ARCH LECTOR

The High Priest of the Cult of Sigmar is the Grand Theogonist, and beneath him are his two Arch Lectors. Arch Lectors are grim, imposing figures, both on and off the battlefield. As the Emperor is believed to be the living incarnation of Sigmar, the Grand Theogonist and his Arch Lectors are all electors, that is, they may cast a vote to decide who shall be crowned the next ruler of the Empire, though they may not become Emperor themselves.

In these dark times, where the curse of undeath and the worship of Chaos infest the Empire, it is the duty of Arch Lectors to protect the populace and cast out such evils. They epitomise the warrior courage of Sigmar himself, leading from the front where they manifest the power of the gods and inspire whole armies to acts of heroism.

	M	WS	BS	S	T	W	I	A	Ld
Arch Lector	4	4	4	4	4	3	4	2	9
Warrior Priest	4	4	4	4	4	2	4	2	8

TROOP TYPE: Infantry (Character).

SPECIAL RULES:

Divine Power: Warrior Priests can channel power and dispel dice in the same manner as Wizards.

Righteous Fury: A Warrior Priest, and any unit he is currently in, has the Hatred special rule. However, other characters in the unit do not gain the Hatred special rule.

Battle Prayers: Warrior Priests know the three Battle Prayers listed below. Battle Prayers are innate bound spells (power level 3). Battle Prayers are **augment** spells that target the Warrior Priest and his unit. If a Battle Prayer is successfully cast on a Regimental Unit, any of its Detachments within 3" are also targeted by the spell.

- **Hammer of Sigmar:** The Warrior Priest and his unit re-roll all failed To Wound rolls in close combat until the start of the next friendly Magic phase.
- **Shield of Faith:** The Warrior Priest and his unit have a 5+ ward save against all Wounds inflicted in close combat until the start of the next friendly Magic phase.
- **Soulfire:** The Warrior Priest and his unit gain the Flaming Attacks special rule until the start of the next friendly Magic phase. In addition, when cast, all enemy models in base contact with the Warrior Priest suffer a Strength 4 hit. Undead, Nehekharan Undead and models with the Daemonic special rule in base contact suffer a Strength 5 hit instead, with no armour saves allowed.

WITCH HUNTERS

The worship of Chaos and practice of wizardry beyond the strictures of the Colleges of Magic are crimes in the Empire, punishable by death. Those that dare employ fell sorcery or consort with the agents of the Dark Gods must answer to the Witch Hunters. These sinister men, members of a secret order, lead solitary existences. They hunt mostly by intuition, keeping an ear open to strange rumours and peasants' tales whilst their eyes seek the distinctive trails of corruption and signs of magic gone awry. When Witch Hunters find the spoor of evil, they are utterly relentless in tracking it to its source, hounding their quarry unto death. Witch Hunters devote their lives to rooting out evil wherever it may be found, whether in the shadows of some dank and lonesome hamlet or in the raging melee of a battlefield.

Judge, jury and executioner combined, a Witch Hunter will use any means necessary to burn out heresy from the heart of the Empire. Not a twinge of doubt softens the knife-sharp edges of a Witch Hunter's soul; his bleak existence allows no room for foibles such as compassion or mercy. Indeed, they are often feared even by the innocent, as it is said that a Witch Hunter would sooner raze an entire village to the ground than see a single worshipper of Chaos go free. And yet, for all the heartlessness and cruelty of this dark brotherhood, the Empire needs men of this calibre – men who will put aside their own humanity in order to punish and destroy those who embrace dark sorcery or the temptations of Chaos. Such is a Witch Hunter's duty, and it is a burden lesser men would find impossible to bear.

Witch Hunters are deeply distrustful of their fellow man, and no one is above suspicion – not even their own kind. Witch Hunters are trained to look for the slightest hint of mutation and the merest suggestion of sorcerous powers, and those in whom corruption is discovered will find themselves answering to the soot-stained muzzle of a Witch Hunter's pistol. Despite their unsettling reputation, Witch Hunters are welcomed with open arms in times of war. When battle is raging and the sorceries of vile wizards burn the skies above, a Witch Hunter's assortment of arcane sigils, holy talismans and protective charms can ward away evil magic, often proving the only thing that stands between an Empire soldier and a most unnatural death. The tools of the Witch Hunter's profession include sharpened stakes, prayer-inscribed rapiers and baroque pistols loaded with thrice-blessed silver bullets. Some say that the Witch Hunter's bullet is the final judgement of the damned; one who is tainted by dark magic will burst into white-hot flame at its touch, whereas those who fail to burn are at least proven innocent by their death. As the Witch Hunters are fond of pointing out, to die cleanly is a far better fate than to live under the sway of evil.

Though it is said that the first Witch Hunters fought alongside Sigmar himself against the sorcerer Nagash, the secretive Order of the Silver Hammer was only officially recognised in 1682 by Grand Theogonist Siebold II. It was Magnus the Pious who raised the Order from the shadows over 600 years later, granting the Witch Hunters licence to hunt renegade wizards who wilfully refused the noble teachings of the newly founded Colleges of Magic.

	M	WS	BS	S	T	W	I	A	Ld
Witch Hunter	4	4	4	4	4	2	4	2	8

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Magic Resistance (2).

Accusation: After deployment, but before the first turn begins, select a single model in your opponent's army to accuse of heresy. This is the Witch Hunter's primary quarry. The Witch Hunter may re-roll all failed To Hit rolls against his primary quarry. Every hit he inflicts on that model also have the Killing Blow special rule, even if they were from a shooting attack. Finally, the Witch Hunter may also choose to shoot at the primary quarry as if he had the Sniper special rule.

Grim Resolve: Witch Hunters automatically pass any Leadership tests caused by Fear that they are required to take. Note that they will be unaffected even if the unit they are in fails such a test. In addition, Witch Hunters, and any unit they are in, treat Terror-causing creatures as causing Fear instead (just as if they themselves caused Fear); they do not automatically pass this Leadership test.

Tools of Judgement: When attacking Wizards, or models with the Undead, Nehekharan Undead or Daemonic special rules, in close combat, a Witch Hunter re-rolls failed rolls To Wound.

STATE TROOPS

Every province and city-state in the Empire has its own standing army of professional soldiers, equipped and maintained at the expense of that realm. These brave troops are armed with a wide variety of weapons, from spears to handguns, but they are all known collectively as state troops.

State troops wear the traditional colours of their province or city; bright uniforms with a mix of badges, hats, and campaign symbols. There are no strict rules governing how these are worn and so it is common to find great variation between regiments, although a soldier always endeavours to display his homeland's colours somewhere on his person. For example, a Middenlander would include something blue in his uniform, perhaps wearing a blue jacket, tying off his britches with blue ribbons or simply sporting an enormous blue feather in his cap. There are some notable exceptions though, such as the Scarlet Guard of Stirland and the Hochland Blackshields, who are just a few of the many famous regiments in the Empire that eschew the colours of their province in favour of their own, distinctive uniforms.

State troops are paid as full-time professional soldiers, ready to answer the call to arms at all times. In addition to forming a standing army to repel enemy attack, state troops also serve as city guards, the fire watch and the enforcers of the law. However, most of the time these soldiers spend their days drilling and training with various weapons to the barked instructions of grim-faced Sergeants and veteran Marksmen.

Every state trains its regiments to fight together, providing each other with mutual protection on the battlefield. State regiments often march to battle with detachments of differently armed troops to aid them. These detachments form up close to their regimental units, where they guard vulnerable flanks and provide battlefield support, either by joining their regimental units in the bloody melee of close combat, or by showering oncoming enemies with missile fire. Swordsmen fight shoulder to shoulder with Spearmen, the close range parries and ripostes of swords complimenting the longer reach of the spear. Handgunners and Crossbowmen fell their foes with withering volleys of fire, but should a foe survive through such salvos, a detachment of Halberdiers will bravely intercept them, cutting them down with heavy bladed pole arms.

	M	WS	BS	S	T	W	I	A	Ld
Empire Soldier	4	3	3	3	3	1	3	1	7
Marksman	4	3	4	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	7

TROOP TYPE: Infantry.

SPECIAL RULES: Detachment, Regimental Unit.

ARCHERS

Archers are adaptable troops, able to fight in close ranks or in a loose skirmish screen. The northern provinces of the Empire are famous for their bowmen and tend to have a high proportion of Archers in their armies.

	M	WS	BS	S	T	W	I	A	Ld
Empire Soldier	4	3	3	3	3	1	3	1	7
Marksman	4	3	4	3	3	1	3	1	7

TROOP TYPE: Infantry.

SPECIAL RULES: Detachment, Regimental Unit, Skirmishers.

SWORDSMEN

Swordsmen are expert fencers and blade masters, regarded as dashing, heroic figures. This reputation, whilst somewhat exaggerated by the bards and poets of the Empire, has its foundation in truth, for Swordsmen are amongst the most highly trained and proficient of the state regiments.

	M	WS	BS	S	T	W	I	A	Ld
Empire Swordsman	4	4	3	3	3	1	3	1	7
Duellist	4	4	3	3	3	1	3	2	7

TROOP TYPE: Infantry.

SPECIAL RULES: Detachment, Regimental Unit.

FREE COMPANY MILITIA & HUNTSMEN

FREE COMPANY MILITIA

Whilst state troops form the mainstay of the Empire's military forces, its armies are often bulked out by ad hoc regiments of militia who are recruited, willingly or not, to fight as and when required. No one can foretell how many will turn up at the muster, or what their fighting quality will be. After all, these irregular troops receive no formal training or discipline. Many militias are formed from townsfolk and villagers levied from the local countryside – brave men standing ready to defend their homes and families against the monsters and beasts that constantly threaten them. Other militias are bands of mercenaries, bandits or other curs used to living by the strength of their sword arm, hired or pressed into service.

> **'They might look like an undisciplined rabble to you Sergeant, but a man fights twice as hard when he's defending home and hearth.'**
>
> *- Captain Edwalst von Hilde*

Militia fighters tend to wear their own, tatty clothing, which may sometimes have a vague resemblance to a uniform and often incorporates elements of their own state's colours. These warriors are armed only with their own personal assortment of weapons, be it bows, swords, cudgels or, particularly in the more rural provinces, farming tools.

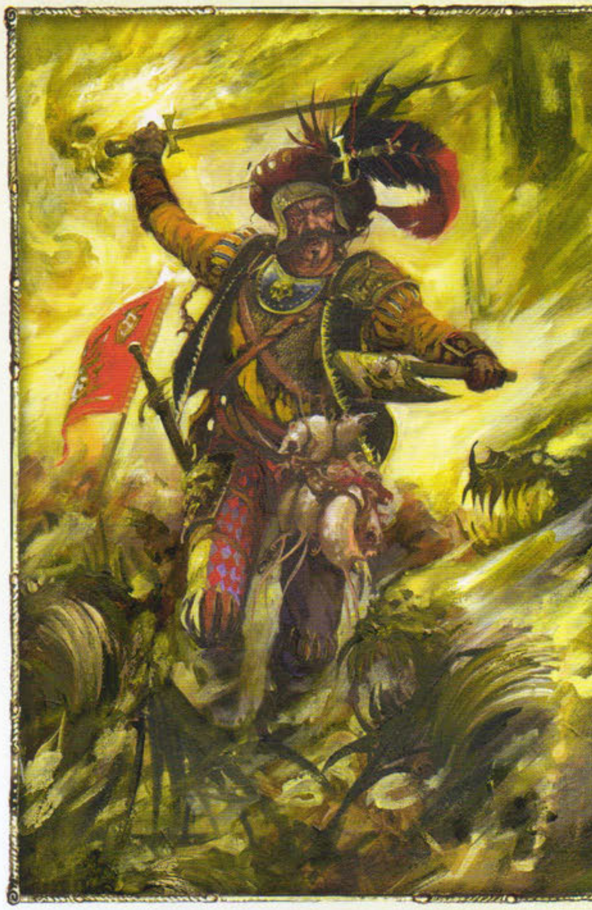
There is a constant stream of adventurers, pirates and brigands returning to the Empire from such lawless places as the Border Princes, and these are a plentiful source of irregular troops for an Elector Count. Battles in far-off lands have forged these men into hardened warriors, but they are uncouth, disreputable sorts, liable to cause trouble in taverns when they are not roaming around in dangerous bands. Elector Counts regularly, and wisely, seek to recruit such bands for two reasons. The first is that they represent a ready source of brave and reckless troops. The other reason is to bring these headstrong fighters under some sort of control and thus prevent brigandage and rebellion. The polite and diplomatic term for such irregular troops is 'Free Companies', but the professional, disciplined state soldiers of the Empire simply refer to them as what they are – scum.

Free Companies are paid after the battle from a mixture of the spoils of war and the Elector Count's own war chest. Some unscrupulous generals are known to throw Free Company regiments into the thickest fighting, knowing that dead mercenaries do not require payment.

	M	WS	BS	S	T	W	I	A	Ld
Militia Fighter	4	3	3	3	3	1	3	1	7
Militia Leader	4	3	3	3	3	1	3	2	7

TROOP TYPE: Infantry.

SPECIAL RULES: Detachment.



HUNTSMEN

In the untamed wilds of the Empire there lurk countless mutants who are ever hungry for human flesh. Huntsmen are masters of the wilderness and skilled trackers who patrol the forests surrounding their homes to cull these foul monsters. Armed with little more than a bow and their wits, these grim warriors are adept at luring their quarry into lethal ambushes.

When an Elector Count, especially those from the wilder, less 'civilised' provinces, such as Ostland, Stirland and the Ostermark, muster regiments of militia, they are keen to gather as many Huntsmen to their banners as they can. These seasoned hunters are organised into groups of skirmishers who can scout ahead of the main body of the army to gather intelligence, disrupt enemy movements and pick off war machine crews with deadly accurate bow fire.

	M	WS	BS	S	T	W	I	A	Ld
Huntsman	4	3	3	3	3	1	3	1	7
Tracker	4	3	4	3	3	1	3	1	7

TROOP TYPE: Infantry.

SPECIAL RULES: Scouts, Skirmishers.

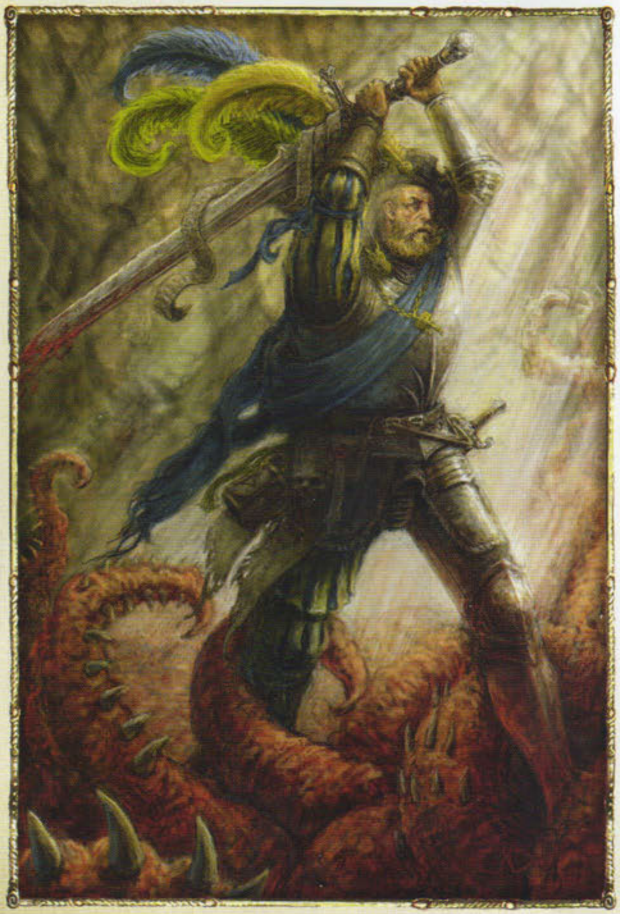
GREATSWORDS

Alongside the common soldiery, Elector Counts and Burgomeisters can normally call upon more specialised troops. Foremost amongst these are the Greatswords, an elite body of heavy infantry that forms their lord's personal guard on the battlefield.

Greatswords are expensive to equip and maintain, and are therefore always fewer in number than the province's regiments of ordinary state troops. To commit such troops to battle is a serious matter for an Empire general and is often regarded as a last resort.

Regiments of Greatswords garrison the castles of the Elector Counts and form their lord's honour guard on state occasions. These grim men are equipped with huge two-handed swords called zweihanders that can cleave an armoured knight in twain with one blow. Greatswords are also adorned with superb suits of Dwarf-forged plate armour, for these elite troops are expected to fight in the thick of the bloodiest and most dangerous combats of a battle.

Members of the Greatswords are personally picked by the Elector Counts from amongst the most accomplished warriors in their state regiments. Indeed, many Greatsword regiments are led in battle by the Count's personal champion. Only the bravest and most honourable soldiers are ever promoted into the ranks of the Greatswords, and to gain such a promotion, a soldier must distinguish himself under the eyes of his commanding officers and accomplish some heroic feat of arms. Whilst these brave acts are far from uncommon, it is much rarer for the soldier in question to survive the experience. On one such occasion, during the Battle of Blood Ridge, Albrecht Hoefner, the last survivor of von Menscher's Blackhelms, received his promotion to the Hochland Greatswords after defending his regiment's colours for an entire day against repeated attacks from scores of bloodthirsty tribesmen and mutated beasts. However, Albrecht died a week later after he finally succumbed to an infected leg wound he received during his valiant last stand. It is the dream of almost every soldier in the Empire to serve in a regiment of Greatswords, but it is a goal that few men have the courage or skill to realise.



Upon a soldier's induction into the esteemed ranks of the Greatswords, he is required to swear an oath never to take a backwards step in the face of the enemy. Every regiment of Greatswords has its own particular punishments for those who fail in their duty. However, such instances are extremely rare, and the history of the Empire is replete with heroic tales of regiments of Greatswords that have died to a man to protect the life of their liege lord, even after the rest of their army had been butchered.

This courage and devotion in Greatswords is well rewarded; the veterans of this elite corps receive double pay, eat the best food and live in well-appointed quarters in the most prestigious barracks within the castle walls. Sometimes, an especially heroic Greatsword may even be rewarded by his Elector Count with knighthood. This is a great and extremely rare honour for a warrior not of noble blood, and it is one of the few paths which the common soldiery can take to join one of the acclaimed Knightly Orders.

	M	WS	BS	S	T	W	I	A	Ld
Greatsword	4	4	3	3	3	1	3	1	8
Count's Champion	4	4	3	3	3	1	3	2	8

TROOP TYPE: Infantry.

SPECIAL RULES: **Regimental Unit, Stubborn.**

THE CARROBURG GREATSWORDS

The Carroburg Greatswords are one of the most famous regiments in the Empire, with tales of their valour and ruthlessness told from Marienburg to Talabheim. The regiment earned its bloody reputation after the Siege of Carroburg in 1865, where its soldiers successfully defended the walls of their city against the Count of Middenland's vast army. Despite the horrific casualties and many wounds they suffered during the battle, the Greatswords fought on resolutely and, by battle's end, their white Reikland uniforms were drenched in blood. From that moment onwards, the Carroburg Greatswords have worn dark red uniforms in remembrance of that bloody battle.

FLAGELLANTS

The Empire is a dangerous and often cruel place. Wars, plagues and the predations of terrible monsters can destroy whole towns and force their inhabitants to become beggars, vagabonds and brigands. All who endure such hardships are hardened by their losses, yet some are driven over the edge of sanity by their suffering. Many of these dishevelled wretches see their plight as a morbid sign that the Empire is about to collapse, an irrefutable portent that these are the last, desperate days of a dying world. These men revel in their despair, despondent in all things yet manic in their pronouncements of gloom.

Such unfortunates flock like moths to a flame to hear the despairing prognostications of lunatic doomsayers, and in their desperation, they join these penniless zealots in their rants about lost hope and the end of the world. Together, these deluded bands of Flagellants roam the Empire at will, spreading their gospel of desolation before them. It is a common sight to see groups of fanatical madmen whipping and beating themselves as they travel from village to village, begging scraps of food as they preach their nightmarish vision of ruin to any who will hear. Whilst some listen to their doom-mongering speeches, many citizens simply ignore them, while others pelt them with rubbish in an effort to make them leave.

When word reaches the Flagellants that a battle is brewing, they gather together in anticipation of the conflict, believing it to be the final hopeless battle between good and evil. Thus, as armies clash, the Flagellants throw themselves into the fray in a desperate gesture of sacrifice and repentance. Although they are mad, Flagellants are not cowards. They firmly believe that the end of the world is about to come, and their conviction gives them a maniacal courage. Indeed, many are completely fearless; having long since confronted their own visions of world destruction, nothing holds terror for them any longer. Their madness also gives the Flagellants great strength and endurance, and they fight with astounding fury and determination.

When battle is joined, bands of crazed Flagellants beat themselves into a frenzy before charging headlong towards the enemy. They throw themselves into the fray without hesitation, launching themselves against the most hopeless of odds. With howls of doom on their lips and visions of martyrdom in their thoughts, Flagellants fight with wild ferocity, swinging their flails at their enemies and leaving trails of blood and woe in their wake. Heedless of danger or injury, these madmen will continue to fight with reckless abandon until each and every one of them lies dead or dying on the battlefield, thus vindicating their belief that the end is indeed nigh…

	M	WS	BS	S	T	W	I	A	Ld
Flagellant	4	3	3	3	3	1	3	1	7
Prophet of Doom	4	3	3	3	3	1	3	2	7

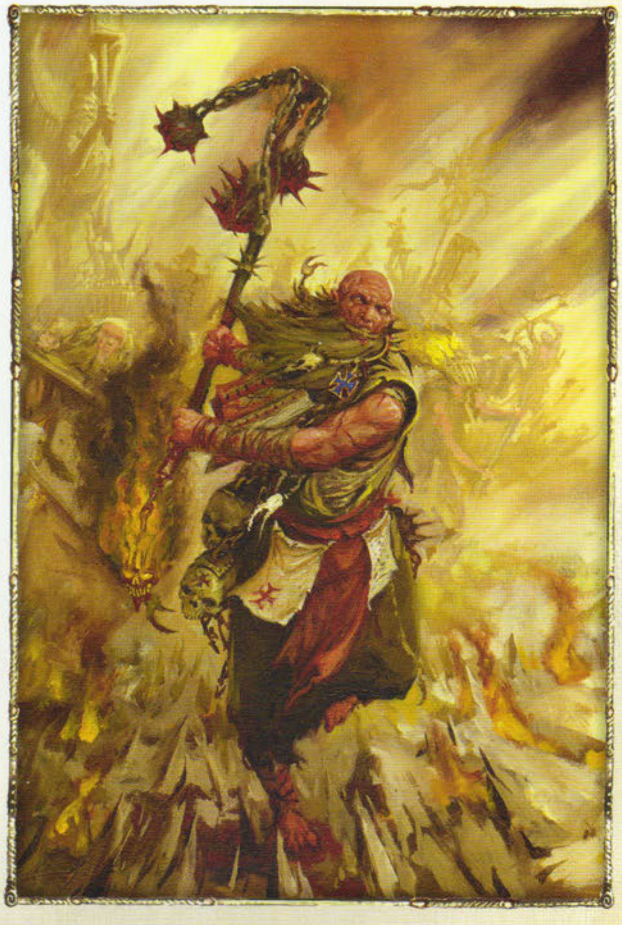
TROOP TYPE: Infantry.

SPECIAL RULES: **Frenzy, Unbreakable.**

The End is Nigh! If a unit of Flagellants is in base contact with an enemy unit at the start of any Close Combat phase, the Flagellants immediately suffer D6 Strength 3 hits. Casualties inflicted in this way are 'martyrs' and they do not count towards combat resolution.

If at least one model is removed as a martyr, the remaining models in the unit immediately gain one of the special rules listed below until the end of the current phase. The exact special rule that applies will depend on the number of models removed as martyrs.

1	**Fanatical Fury:** *The Flagellants enter a seething fit of rage as they launch themselves at the enemy with an almost unnatural fervour.* The unit re-rolls all failed rolls To Hit.
2-3	**Strength of the Penitent:** *The Flagellants' self-inflicted pain lends their blows great power.* The unit re-rolls all failed rolls To Hit and To Wound.
4+	**Insensible to Pain:** *Having beaten themselves insensible, the Flagellants no longer feel mortal injuries, shrugging aside blows that would cripple a sane man!* The unit gains +1 Toughness, and re-rolls all failed rolls To Hit and To Wound.



THE KNIGHTLY ORDERS

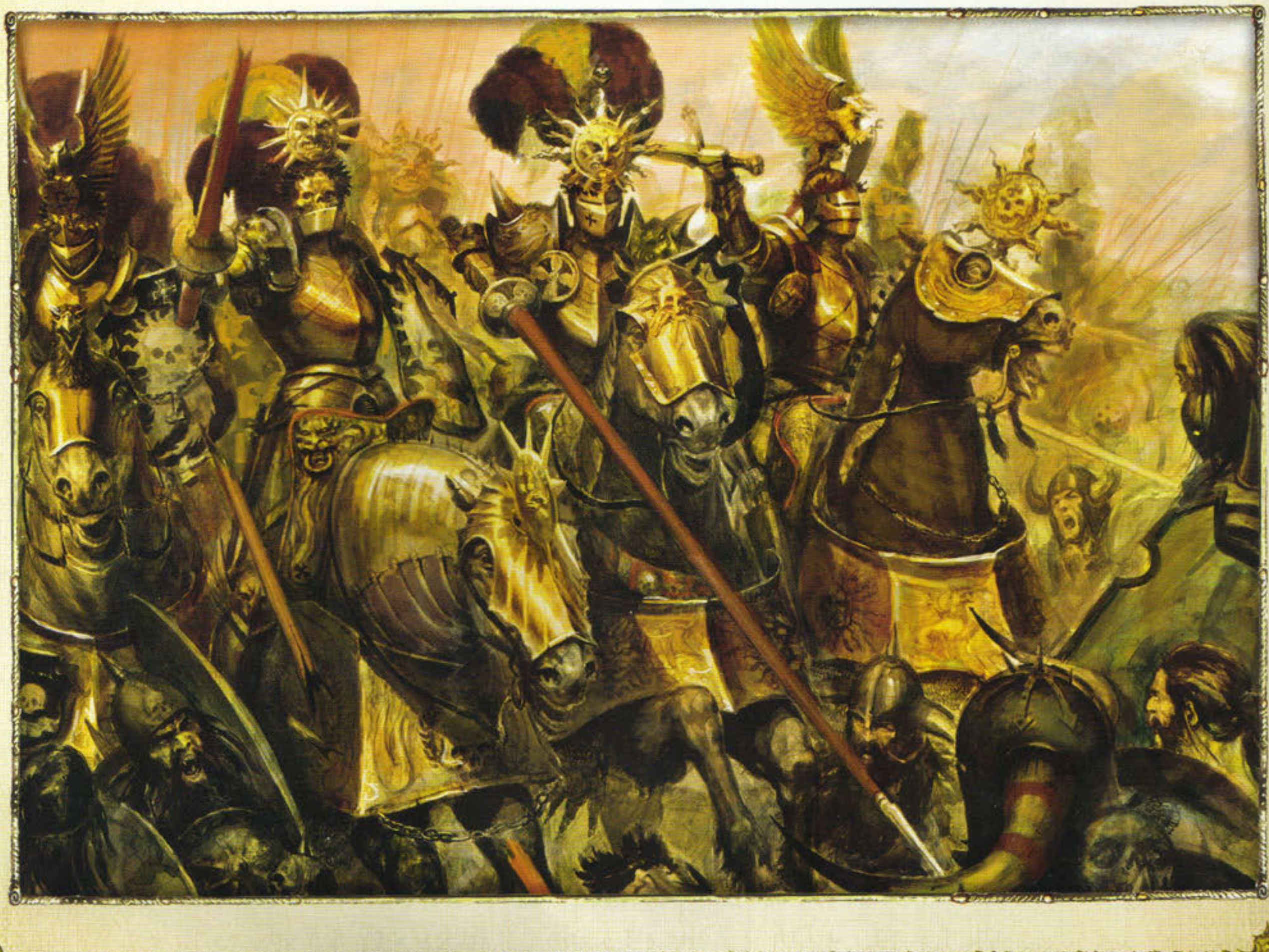
The noble-born warriors of the Empire do not form part of any state's standing army, for to do so would mean to rub shoulders with the common soldiery. Instead, they typically fight for one of the Knightly Orders of the Empire; heroic brotherhoods of warriors who ride into battle atop mighty barded warhorses. Knights are magnificent figures, clad in gleaming suits of heavy plate armour and armed with weaponry of the finest quality. The sight of a regiment of knights charging full tilt at the enemy is a terrifying prospect for the Empire's foes to face. As the knights thunder onwards, they are likened to an avalanche of steel and muscle, and those enemies not spitted on the end of sharpened lances are crushed beneath the trampling of iron-shod hooves.

To become a member of one of the Empire's select brotherhoods of Knightly Orders, a noble must forsake his feudal responsibilities and rights of inheritance and then pass a rigorous rite of initiation. There are many of these brotherhoods throughout the Empire. Some are small in size and their members are recruited from the local aristocracy, such as the Knights Griffon and the Knights of the Broken Sword. Other Orders restrict their membership to devout worshippers of a particular god. These are often referred to as knights templar, and they include such orders as the Black Guard of Morr and the zealous Knights of Sigmar's Blood. Whilst every Knightly Order will have a primary temple in one city-state or province, most will also maintain subsidiary temples across the length and breadth of the Empire.

The Knightly Orders of the Empire are organised along strict lines of hierarchy, with every novice trained in martial virtues and the chivalric code until he is ready to take up the mantle of a fully-fledged knight. As the warrior attains honour on the battlefield and proves his worth, he will ascend through the ranks of his Order and forge himself a warrior's name. The Order's veteran knights form its inner circle. These heroic warriors epitomise the warrior virtues of the Knightly Orders and they have accomplished mighty feats of arms, slaying their foes on countless battlefields. The Knights of the Inner Circle are the elite of the elite, amongst the best fighting men of the entire Empire.

Every Empire knight bears his rank and Order's symbols upon his shield or armour as heraldic devices and other icons of importance and symbolic meaning. The most famous Orders in the Empire have histories stretching back centuries and their chapter houses are hung with ancient banners and battle trophies. The three largest and most influential Orders are the Knights of the White Wolf, the Knights Panther, and the Knights of the Blazing Sun.

The Knights of the White Wolf are a fierce order of warriors based in the northern city of Middenheim. These loud and brash warriors follow the creed of Ulric, the god of battle, wolves and winter. The White Wolves wear mantles of wolf skin over their armour and eschew the use of a lance, instead carrying mighty warhammers to smash the skulls of their



foes. They carry no shields and ride to war bareheaded to better display their long hair and impressive beards as they howl their ferocious war cries.

In contrast to the unorthodox Knights of the White Wolf, the Knights Panther are a formal Order that traces its origins to the terrible crusades against Araby. When the returning crusaders brought back the pelts of outlandish animals, they hung them from the pauldrons of their armour as trophies of their bloody victories. Thus was born the Order of the Knights Panther, a courageous brotherhood that is known and respected throughout the Empire. Like most Orders, the armour and weapons of the Knights Panther are of a more traditional nature – they wear full battle armour and carry tall lances as their main weapon.

The Order of the Blazing Sun was also founded during the crusades against Araby, but their origins are rooted in the Battle of Magritta. The battle was a great victory for the Empire, for it eventually freed Estalia from the Arabyan invaders. It was a battle made all the more remarkable by a strange and prophetic occurrence. During fierce fighting around the temple of the warrior goddess Myrmidia, a group of knights were ambushed by the elite warriors of Emir Wasr the Cruel. As the Arabyans closed in, a mighty earthquake shook the temple and a huge bronze statue of the goddess plummeted to the street, crushing the Emir and his troops. Seeing this as a sign from the heavens, the knights drove their enemies from the field of battle. Shortly thereafter, the surviving knights established the Order of the Blazing Sun with Myrmidia as its patron. Upon returning to the Empire, the knights built a shrine to Myrmidia in the heart of Talabheim. Though many folk mistrust them for their courting of strange foreign deities, the Knights of the Blazing Sun have fought with distinction against the Emperor's foes and they are held as prized allies by many Elector Counts.

	M	WS	BS	S	T	W	I	A	Ld
Empire Knight	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Inner Circle Knight	4	4	3	4	3	1	3	1	8
Inner Circle Preceptor	4	4	3	4	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

TROOP TYPE: Cavalry.

UPGRADES:
Knights of the Inner Circle: One Knightly Orders unit in your army (see their Army List entry on page 91) can be upgraded to Inner Circle Knights, which have an improved profile, as shown above.

GRAND MASTERS

Greater even than a Knight of the Inner Circle is the Grand Master, and it is he who commands a Knightly Order. A Grand Master is a warrior and leader of unparalleled valour, having fought in dozens of battles, and whose military prowess is beyond question. An Elector Count can request that a Knightly Order fight alongside his army, but the decision to ride out lies solely with the Grand Master. This makes the Grand Master a very powerful ally, and great care is taken not to offend them.

When an Elector Count petitions a Knightly Order for aid, it is sometimes a condition that the Grand Master himself take command of the army. Most Elector Counts are only too happy for a general of such superlative ability to lead his soldiers, though this has not always been the case, and ego, ambition or sheer lunacy has sometimes brought unfortunate consequences. In the year 2485, just such an attitude almost spelled disaster for Wolfram Hertwig, the then-teenage Elector Count of Ostermark, who stubbornly refused to yield command to Grand Master Kessler of the Knights of the Everlasting Light. Kessler withheld his aid and the inexperienced Hertwig led his troops into a bloodbath, barely escaping the carnage with his life. Hertwig's Folly, as it is now known, stands as a cautionary tale to those who would let pride blind them from the value of having the greatest warriors of the Empire fighting at their side.

	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	6	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5

TROOP TYPE: Cavalry (Character).

SPECIAL RULES: Immune to Psychology.

Master of Battle: If a Grand Master joins a unit of Knightly Orders or Demigryph Knights, the unit gains the Immune to Psychology special rule. If the Grand Master leaves the unit or is slain, this special rule is immediately lost.

Edmund Kriegersen snorted like an irate warthog, spitting a fat gobbet of phlegm across the gap in the battle line between the Knights of the White Wolf and their rivals, the Order of Glinting Steel. Kriegersen's narrowed eyes had not left those of the splendidly-armoured Sevastius Belmort since the pompous prig had suggested Kriegersen's knights were no more civilised than the Chaos-worshipping scum across the field. Belmort may fight like a Griffon, as they said, but he looked more like an armoured peacock.

Kriegersen hefted his ancient warhammer meaningfully. 'There will be time for this after the killing,' he muttered, his words lost under the clarion calls sounding the advance. Turning to his knights, Kriegersen raised his hammer to the skies. 'This day, we bring death to our enemies once more! Let the Norscan tribes turn tail and flee howling into the wastes as our hammers fall. Let Belmort and his arrogant whelps gaze in wonder as our tally grows. We shall dine on victory tonight. We shall feast on glory. Now charge! CHARGE!'

Kriegersen's knights thundered out across the field as the Empire battle line advanced. The Knights of the White Wolf hit the Norscans like a mailed fist. Their warhammers swung in great looping arcs, slamming into tattooed chests and smashing plate-clad warriors to the ground. On their flank, the Order of Glinting Steel drove their lances home with such force they all but broke the enemy shield wall apart. All semblance of order was lost, but the cavalry hammers of Kriegersen's brethren were still taking a heavy toll.

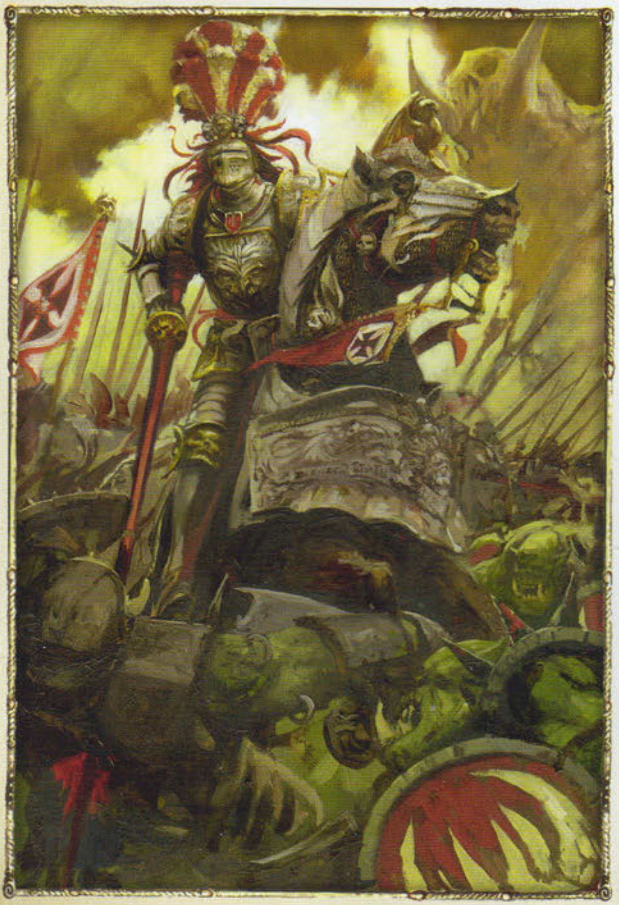
Kriegersen could not suppress a laugh of pure exhilaration – this is how battle was meant to be fought!

REIKSGUARD KNIGHTS

The Reiksguard Knights are the personal army of the Emperor. As an Elector Count, the Emperor also has direct command of his own provincial army – which in the case of Karl Franz are the regiments of Altdorf and the Reikland – but it is the knights of the Reiksguard that form the symbol of his military strength.

The Reiksguard is barracked in the comparative comfort of Altdorf, however, they maintain battle ready fortresses scattered throughout the whole of the Empire. The Reiksguard were founded during the reign of Wilhelm III, the first Emperor of the lineage of the Princes of Altdorf. Devout templars of Sigmar all, knights of the Reiksguard swear to give their lives to protect the Emperor, who is said to be the living incarnation of their god. Over the decades, the Reiksguard have forged a legendary reputation for courage, often charging into the fray against opponents that would see lesser warriors flee in terror. Time and again, this stoic bravery has brought the Empire a great, if bloody, victory and the name Reiksguard is synonymous throughout the provinces with feats of selfless heroism.

> 'Reiksguard Knights, your Emperor is calling! Death or glory await us, but if we die, we will die as warriors, with swords in hand, and there can be no better death than that.'
>
> *- Kurt Helborg, The Reiksmarshal*



As befits their prestigious role and elite status, the knights of the Reiksguard are equipped with the very finest weapons and suits of armour available. They ride fine destriers to war and the suits of gleaming plate armour in which they are clad are emblazoned with symbols of allegiance to the Emperor.

The head of the Reiksguard is known as the Reiksmarshal of the Empire. In addition to his duties of recruiting, training and leading the elite knights of the Reiksguard in battle, the Reiksmarshal is also the commander of all the Empire's forces, second only to the Emperor himself in matters of war.

The ranks of the Reiksguard are open to all men of noble birth, regardless of what city or state they originally hail from. Provided they can prove their loyalty to the Emperor, and their feats of martial prowess meet the stern expectations of the Reiksmarshal, any warrior can hope to join this illustrious brotherhood. This is considered a great military and social honour amongst the nobility of the Empire, and there is no shortage of applicants. The Reiksguard can therefore maintain the highest standards and includes the very best warriors from all the Empire's provinces, including those from as far afield as Ostland and Nordland, Wissenland and Ostermark. The ranks of the Reiksguard include the heirs to many of the wealthiest and most powerful noble houses in the Empire, including the sons of several Elector Counts.

As the best troops available to the Emperor, the Reiksguard Knights form the core of the Imperial household guard, both on the field of battle as well as at other, more stately, functions. The Reiksguard accompanies the Emperor on campaign and during diplomatic and political tours throughout the Empire and abroad. However, it is not uncommon for the Emperor to attach a unit of these renowned warriors to fight alongside another Elector Count's army. In doing so, the Emperor is effectively lending the count his personal support for the upcoming struggle.

Although few in number, the knights of the Reiksguard are the most important part of the Emperor's army, for they are a symbol of the Empire's nobility and martial might. As such, when a unit of Reiksguard Knights takes to battle, it will typically form up proudly in the centre of the Empire battle line, the better to inspire the common soldiery and reassure them that the blessing of the Emperor is with them. Imperial history is rich with records of decisive battles won by a timely charge of the Reiksguard, and the halls of their barracks are hung with countless trophies and enemy banners won on the field of war. Despite the potential power and influence that such a reputation offers, the Reiksguard has stayed apolitical, loyal first, last and always to the reigning Emperor.

	M	WS	BS	S	T	W	I	A	Ld
Reiksguard Knight	4	4	3	4	3	1	3	1	8
Reikscaptain	4	4	3	4	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

TROOP TYPE: Cavalry.

SPECIAL RULES: **Stubborn.**

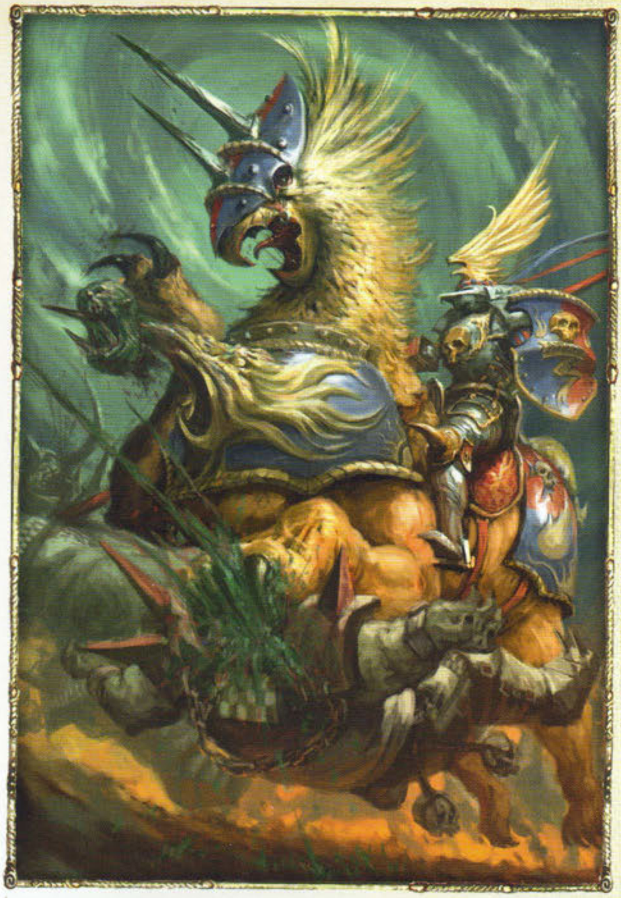
DEMIGRYPH KNIGHTS

In the heart of the Reikwald Forest there lurk many foul and fearsome creatures. However, there also dwell beasts of a more noble heritage that can be harnessed for war by the Knightly Orders of the Empire. Only Knights of the Inner Circle are found worthy to ride to battle on these more exotic and, frankly, ferocious mounts. Some such champions of the orders have long passed into legend – the Winter Wolves of Middenheim, and the Razorbeak-mounted Knights of the Shining Talon amongst them. Most famously, however, it is Demigryphs that are chosen as mounts for the most virtuous and battle-hardened knights, for these great beasts have proven themselves as loyal and powerful steeds on countless battlefields in the Empire's proud history.

Whilst many of the monstrous creatures ridden by the heroes of the Empire have been raised from birth, such is not always the case with Demigryphs. Amongst some Knightly Orders, an aspiring knight's final trial is to capture a Demigryph and break it to his will. Unsurprisingly, many fail and are torn to bloody ribbons. As a result, there are relatively few Demigryph Knights in the Empire and even the Knights Griffon, who count fully two dozen of these majestic beasts amongst their number, still rely primarily on more conventional steeds. However, those few small Orders, such as the Knights of Taal's Fury and the Knights of the Vengeful Sun, whose entire brotherhoods can take to war upon these monstrous beasts, have a roll of victory honours surpassed only by the most ancient of Knightly Orders.

When a Demigryph attacks, it strikes in a blur of motion, pouncing upon the enemy before they even have time to raise their weapons; a swipe of a Demigryph's razor-sharp talons can eviscerate a man and its powerful beak can cut through armour and limbs with dreadful ease. It is rare to find a Demigryph Knight who does not bear a scar of two inflicted by their own mounts, for whilst Demigryphs are noble creatures, they remain fierce and temperamental. The knights wear these scars with pride, for they set them apart from their horse-mounted brethren and bear testament to their skill and bravery. However, for every grim story of a knight being devoured by his own mount, there is another tale of a loyal Demigryph stalking the foe to avenge the death of its rider.

Demigryph Knights do not tend to overwhelm their prey in great sweeping charges. Instead, they are more likely to engage the enemy in protracted assaults where the strength and endurance of their fearsome mounts becomes decisive. Demigryphs are well suited to the savage and bloody nature of such fighting, with their claws and razor sharp beaks cutting a bloody swathe through their foes. In such close confines, a knight's traditional lance loses much of its effectiveness, and many Demigryph Knights have thusly adapted their fighting style to wield heavy cavalry halberds in battle instead. These weapons strike the perfect balance between reach and power, and are far better suited to the knights' role on the battlefield.



	M	WS	BS	S	T	W	I	A	Ld
Inner Circle Knight	4	4	3	4	3	1	3	1	8
Inner Circle Preceptor	4	4	3	4	3	1	3	2	8
Demigryph	8	4	0	5	4	3	4	3	7

TROOP TYPE: Monstrous Cavalry.

SPECIAL RULES:
Armour Piercing (Demigryph only), **Fear.**

THE KNIGHTS OF THE VENGEFUL SUN

The Knights of the Vengeful Sun first made a name for themselves at the Battle of Ghoul Pass. This treacherous valley was infested with greenskins, and passage to the Border Princes had become all but impossible. So it was that Count Ruprecht of Nuln sent for the Knightly Order to carve a way through. The greenskins were many, and it was not long before battle-hungry Orcs and cunning Night Goblins choked the pass, grinding down the Empire force in a war of attrition. The Knights could not bring their full strength to bear, and the battle was going badly. As artillery fire roared overhead, the Knights of the Vengeful Sun took a daring gamble, and sent forth their cadre of Demigryph Knights. They rode their powerfully agile steeds up the sides of the valley, arcing around and down upon the flank of the greenskin horde. There, they waged a cull of such unremitting violence that it broke the deadlock and, ultimately, carried the day.

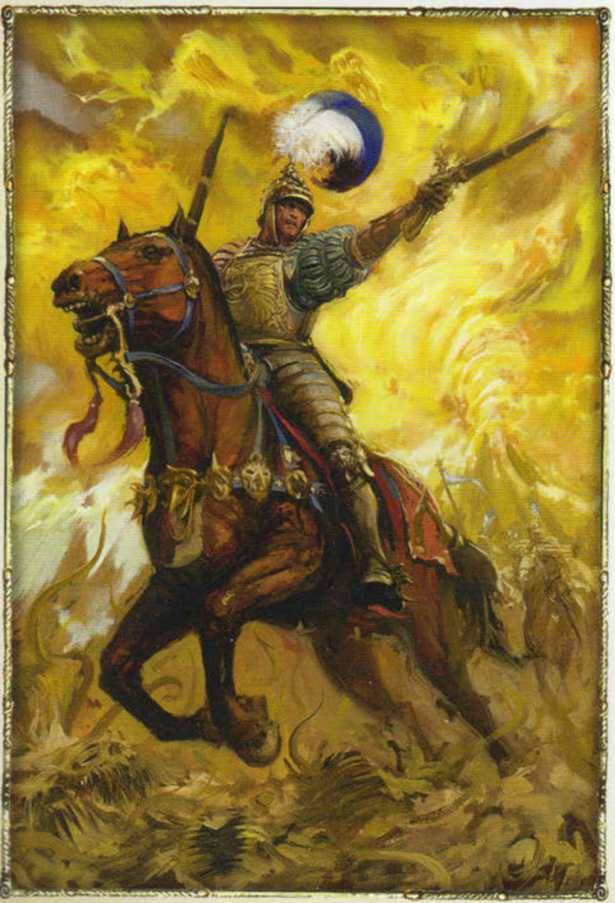
PISTOLIERS & OUTRIDERS

PISTOLIERS

Pistoliers are young nobles who are not yet old or experienced enough to test their spurs in battle or join one of the Knightly Orders. However, the clarion call to arms pounds strongly in the veins of these youths, and many cannot wait to march to war and prove themselves on the glorious field of combat. Some spirited young nobles may gather their friends and form regiments of Pistoliers of their own, but most join the ranks of the Pistolkorps, a military organisation funded by the Emperor, the Imperial Engineers School and sponsored by several Knightly Orders. Here, the nobles learn about horsemanship and war from the Outriders – grizzled veterans paid by the knights to train their sons. Most of the young men who survive their time in the Pistolkorps go on to join a Knightly Order and put the skills and scars they have earned to good use as a fully armoured knight.

Many Pistoliers will be fighting in battle for the first time. Being rather inexperienced, they are inclined to be hot-headed and rather impetuous. Filled with notions of heroism, many Pistoliers dash into the jaws of danger where an older warrior might wisely assess the risks and bide his time. Such fiery courage is only to be expected of Pistoliers, and indulging it is seen by their fathers as a good way of tempering their wildness into something more dependable.

The armour and weapons carried by a Pistolier are provided for from the treasuries of his family. Each Pistolier cuts a dashing figure with his flamboyant livery, plumed helmet and brace of finely crafted pistols. In battle, Pistoliers act as light cavalry who gallop around the enemy flanks, disrupting formations and launching devastating hit-and-run attacks with their pistols blazing away.



	M	WS	BS	S	T	W	I	A	Ld
Pistolier	4	3	3	3	3	1	3	1	7
Outrider	4	3	4	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

TROOP TYPE: Cavalry.

SPECIAL RULES: Fast Cavalry.

OUTRIDERS

Outriders are grim men who are both the commanders and drill instructors of the Pistolkorps. Outriders are rarely noblemen, but rather they are veterans elevated from the ranks of the state regiments, sergeants and officers who show an affinity for horsemanship and a talent for training new recruits. Outriders typically wear ornate armour, for noblemen pay well for their sons to learn the art of war. They also tend to sport eccentrically waxed moustaches to better differentiate themselves from their younger charges.

The Outriders that lead units of Pistoliers into battle have the job of reining in their young charges' excesses and keeping them out of the worst of danger. Although this is sometimes a forlorn hope, an Outrider's stern gaze and barked orders have prevented more than one foolhardy Pistolier from getting himself killed. Outriders see Pistoliers as promising, if intemperate youngsters who lack discipline. Despite much grumbling about not showing their elders any respect, Outriders are always extremely proud when one of their charges is inducted into the ranks of a Knightly Order.

Outriders also form into separate regiments, sometimes to show their charges exactly how it's done, but also to display their own martial discipline to any noblemen in the army that might be looking for an experienced instructor to tutor their own sons. As the Pistolkorps is funded in part by the Imperial Engineers School, Outriders are equipped with deadly repeater handguns, weapons capable of unleashing devastating storms of lead at long range. The leader of the Outriders, inevitably the keenest shot in the regiment, will often be armed with an even more outlandish weapon as befits his status, gifted to him by a patron Engineer.

	M	WS	BS	S	T	W	I	A	Ld
Outrider	4	3	4	3	3	1	3	1	7
Sharpshooter	4	3	5	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

TROOP TYPE: Cavalry.

SPECIAL RULES: Fast Cavalry.

THE WAR ALTAR OF SIGMAR

There are few more awe-inspiring sights than the Arch Lectors of Sigmar answering the call to war atop the mighty War Altar. Commissioned by Magnus the Pious after his ascension, the War Altar is a colossal chariot, ornate and gleaming with a towering effigy of a golden Griffon carried upon it. Crafted by the most skilled artisans in the Empire, this statue was consecrated in the Temple of Sigmar in Altdorf with the blood of the Grand Theogonist and Emperor Magnus themselves. The Golden Griffon has thus ever been a source of great, and some say divine, energy. An Arch Lector of Sigmar can draw forth this power with the sheer conviction of his faith and unleash a blinding white light. For creatures that are bound to the mortal plain by means of dark magic, this light is anathema and they are utterly consumed by its touch; bursting into cleansing flames and crumbling to dust in an instant. Against the forces of Chaos, where the danger of spiritual malaise and moral corruption is as great a danger as death, the Grand Theogonist may deem it necessary to unleash the War Altar in battle once again. He may entrust this solemn duty to one of the Arch Lectors under his command, or, in times of particular crisis, ride it to war himself. The sight of the altar inspires acts of heroic bravery in the forces of the Empire, steeling their resolve to face the manifold horrors that the world throws at them.

The War Altar has seen battle on hundreds of occasions, and it bears the scars of battle as proudly as any soldier of Sigmar. It is the duty of each Grand Theogonist to tend to this holy relic. They renew scrolls of benediction, repair sigils of faith and attach new artefacts and holy icons to the War Altar's redoubtable frame. These modifications are made completely at the discretion of the incumbent Grand Theogonist. As such, the War Altar has reflected the personality of each man to hold the rank over the centuries. In the time of Grand Theogonist Richter, a fiery orator who sought to bring the light of Sigmar to the darkest corners of the Empire, the War Altar sported a pair of burning braziers. Volkmar the Grim instead affixed the mighty Horn of Sigismund to the chariot's sturdy carriage, so that his enemies would tremble at his approach. Whatever improvements are made, the Golden Griffon mounted atop the War Altar remains untouched, forever standing proudly as a symbol of the Empire's might.

	M	WS	BS	S	T	W	I	A	Ld
The War Altar of Sigmar	-	-	-	5	5	5	-	-	-
Warhorse	8	3	-	3	-	-	3	1	5

TROOP TYPE: Chariot (Armour Save 5+).

SPECIAL RULES: Large Target, Stubborn, Ward Save (4+).

Holy Fervour: All friendly Empire units have the Hatred special rule whilst within 6" of the War Altar of Sigmar.

The Power of Sigmar: Any Battle Prayers cast by an Arch Lector (or Volkmar the Grim) who is mounted on the War Altar of Sigmar also target all friendly units within 6".

MAGIC ITEMS:

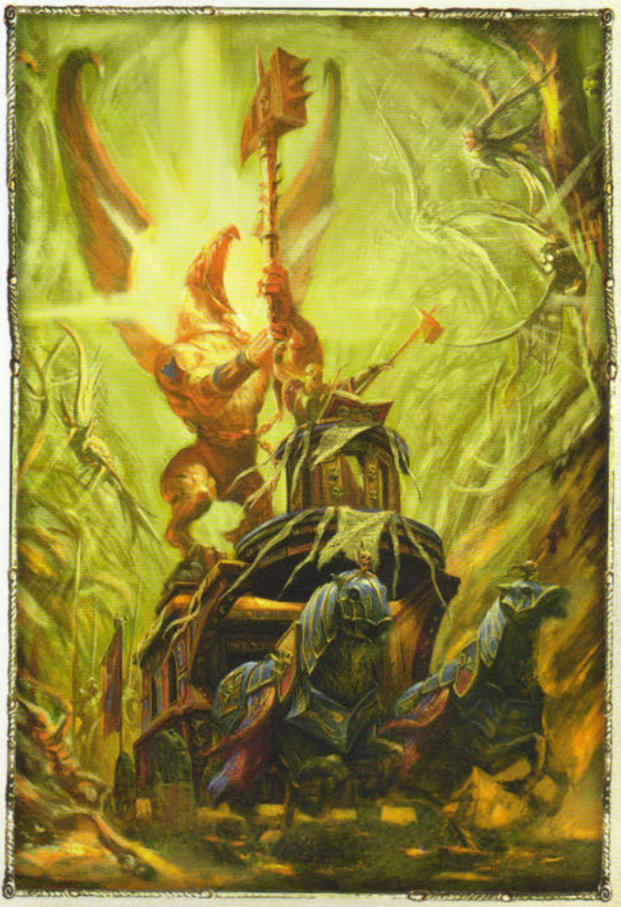
The Golden Griffon: *The Golden Griffon is the best known emblem of Magnus the Pious and a source of raw magical power. In battle, it unleashes a blinding white light that is anathema to the unholy.*

Enchanted Item. Innate bound spell (power level 4). The Arch Lector may cast *Banishment* (see the Lore of Light).

UPGRADES:

The Horn of Sigismund: *Emperor Sigismund was gifted this enchanted horn by the Dwarfs after the Battle of Grimgrill Dale. Following Sigismund's death, it passed into the keeping of the Temple of Sigmar where it is blown three times on the anniversary of the deceased Emperor's death. It is said that when the horn is blown, the enemies of the Empire hear the angry roar of Sigismund himself, and they flee before the wrath of the vengeful dead.*

Enchanted Item. The War Altar of Sigmar has the Terror special rule.



ARTILLERY OF THE EMPIRE

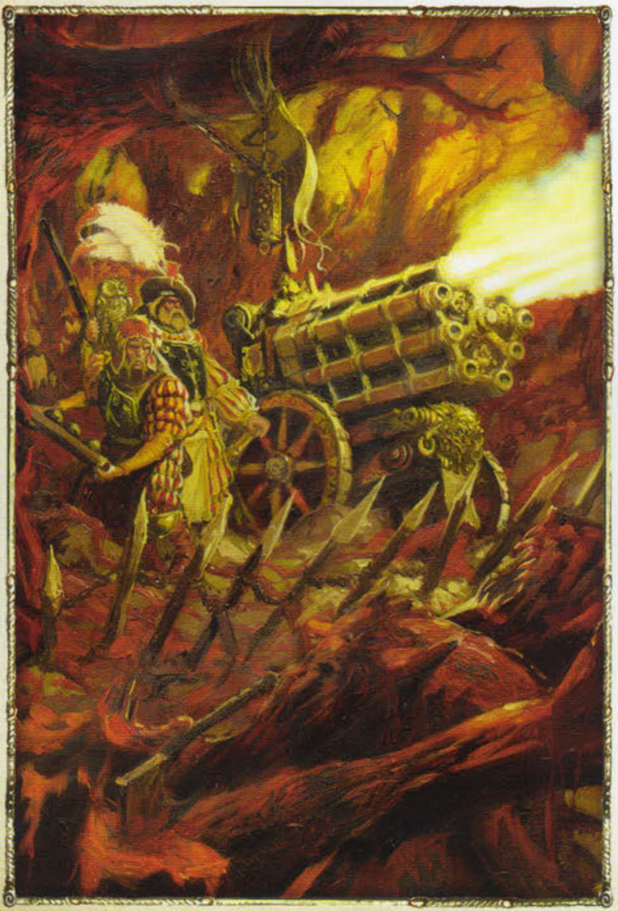
The Imperial Gunnery School in Nuln is the biggest cannon foundry in the Empire and nearly every artillery piece employed by the Emperor's armies is cast there. It is a gigantic complex of forges and workshops, and the Elector Counts spend much of their wealth to acquire the Gunnery School's finest artillery pieces. In addition, it is there that the majority of the Emperor's gunners and artillery crews receive their training.

GREAT CANNONS

The Great Cannons of the Imperial Gunnery School are the terror of the Empire's foes. Their thunderous fire sends iron balls hammering into the ranks of enemy warriors, each impact ploughing bloody furrows through tightly packed regiments. Even the mightiest creatures cannot ignore the power of a Great Cannon, as was ably demonstrated at the Siege of Middenheim, when Master Gunner Pumhart von Steyr decapitated a rampaging Dragon with a single well-placed shot.

	M	WS	BS	S	T	W	I	A	Ld
Great Cannon	-	-	-	-	7	3	-	-	-
Crewman	4	3	3	3	3	1	3	1	7

TROOP TYPE: War Machine (Great Cannon).



HELBLASTER VOLLEY GUN

The Helblaster Volley Gun is one of the most infamous black-powder weapons ever invented, its devastating firepower able to tear apart an entire regiment in a crackling volley of ear-splitting reports.

The Helblaster Volley Gun is the lethal creation of the deranged Engineer, von Meinkopt, and the terrifying reputation of this weapon has spread to all corners of the Old World. Its nine separate barrels are divided into three 'decks' and are turned by means of a central crank, which means that it can unleash devastating hails of shot that shred its unfortunate target in a firestorm of leaden death. The serious disadvantage of the Helblaster is that it is notoriously prone to jams, misfires and explosive malfunctions. As a result, Helblaster crews are a morbid lot who tend to be paid up with the priests of Morr.

	M	WS	BS	S	T	W	I	A	Ld
Helblaster Volley Gun	-	-	-	-	7	3	-	-	-
Crewman	4	3	3	3	3	1	3	1	7

TROOP TYPE: War Machine.

SPECIAL RULES:

Volley Gun: A Helblaster Volley Gun has the following profile and rules:

Range	Strength	Special Rules
24"	5	Armour Piercing

To fire the Helblaster Volley Gun, select a target according to the normal rules for shooting, then roll three artillery dice to find out how many shots are fired.

- If one of the dice rolls a misfire, something has jammed a firing mechanism – halve the results of the remaining two artillery dice to determine how many shots are fired.

- If two of the dice rolls a misfire, a dangerous fault may have occurred – roll a D6 and consult the Black Powder War Machine Misfire chart in the *Warhammer* rulebook.

- If all three dice rolls a misfire, all of the volley gun's barrels fire simultaneously, unleashing a devastating fusillade but destroying the Helblaster Volley Gun at the same time. The Helblaster Volley Gun fires 30 shots, but is removed as a casualty once they have been resolved.

If no misfires are rolled, the number of shots fired is equal to the total of all the dice rolled. After determining how many shots are fired, roll To Hit the target with an equivalent number of dice, resolving any successful hits using the profile given above.

> 'Three things make the Empire great: faith, steel and gunpowder.'
>
> *- Magnus the Pious*

HELSTORM ROCKET BATTERY

The Helstorm Rocket Battery was inspired by a particularly impressive fireworks display. Early prototypes blew apart an entire floor of the Imperial Engineers School, but the soot-blackened Engineers persevered and succeeded in creating a deadly, if unpredictable, weapon.

The shrieking rockets fired by this bizarre machine are wildly inaccurate weapons that have little chance of hitting anything other than (eventually) the ground. However, when these rockets do land on target, the results are devastating; entire regiments are blown apart by a series of earth-shaking explosions. After Elector Count Boris Todbringer was almost killed by an errant barrage, they were dubbed 'Helstorm' rockets after the colourful language used to reprimand the unfortunate crewmen.

	M	WS	BS	S	T	W	I	A	Ld
Helstorm Rocket Battery	-	-	-	-	7	3	-	-	-
Crewman	4	3	3	3	3	1	3	1	7

TROOP TYPE: War Machine.

SPECIAL RULES:

Helstorm Rockets: A Helstorm Rocket Battery has the following profile and rules:

Range	Strength	Special Rules
48"	3(3)	Armour Piercing

When firing a Helstorm Rocket Battery, first roll a D3 – this is the number of rockets fired in the salvo. Next, place a small round template over your target following the rules for a stone thrower. You'll find it helpful to mark the central point (under the hole in the template) with a dice or marker.

Roll a single artillery dice and a number of scatter dice equal to the number of rockets in the salvo. If the artillery dice result is a misfire, roll a D6 and consult the Black Powder War Machine Misfire chart in the *Warhammer* rulebook. Assuming a misfire was not rolled, choose one of the scatter dice results and resolve it in the following manner:

Move the template a number of inches equal to the result on the artillery dice in the direction shown. Note that Helstorm rockets are so inaccurate that they always count as being fired indirectly, even if the Helstorm rocket Battery has line of sight to its target.

When the final position of the template is known, resolve hits as you would for a stone thrower, using the profile given above. There is no difference in Strength for the model under the central hole. If there are any scatter dice as yet unresolved, return the template to its original position, choose an unresolved scatter dice and resolve this shot as described above. Continue until all scatter dice have been resolved.

MORTARS

Mortars are short, heavy weapons, designed to lob a hollow, explosive shell high into the air so that it drops onto its target. While a solid cannon ball may plough through several victims, a Mortar shell explodes with tremendous force, scattering razor sharp shrapnel over a wide area and scything through whole ranks of enemy warriors.

Firing a Mortar is always a tense moment, for the quality of fuses is highly variable and it is not unknown for one to burn through before the crew have finished loading the shell. As a result, Mortar crews tend to be superstitious and carry a large number of good luck charms about their person.

	M	WS	BS	S	T	W	I	A	Ld
Mortar	-	-	-	-	7	3	-	-	-
Crewman	4	3	3	3	3	1	3	1	7

TROOP TYPE: War Machine.

SPECIAL RULES:

Mortar Shells: Mortars have the following profile and rules:

Range	Strength	Special Rules
12-48"	2(6)	Armour Piercing, Multiple Wounds (D3)

A Mortar is fired using the same rules as a stone thrower, but with the profile given above and the following differences:

- A Mortar uses a large round template.
- If, when firing a Mortar, the artillery dice result is a misfire, roll a D6 and consult the Black Powder War Machine Misfire chart in the *Warhammer* rulebook.

STEAM TANKS

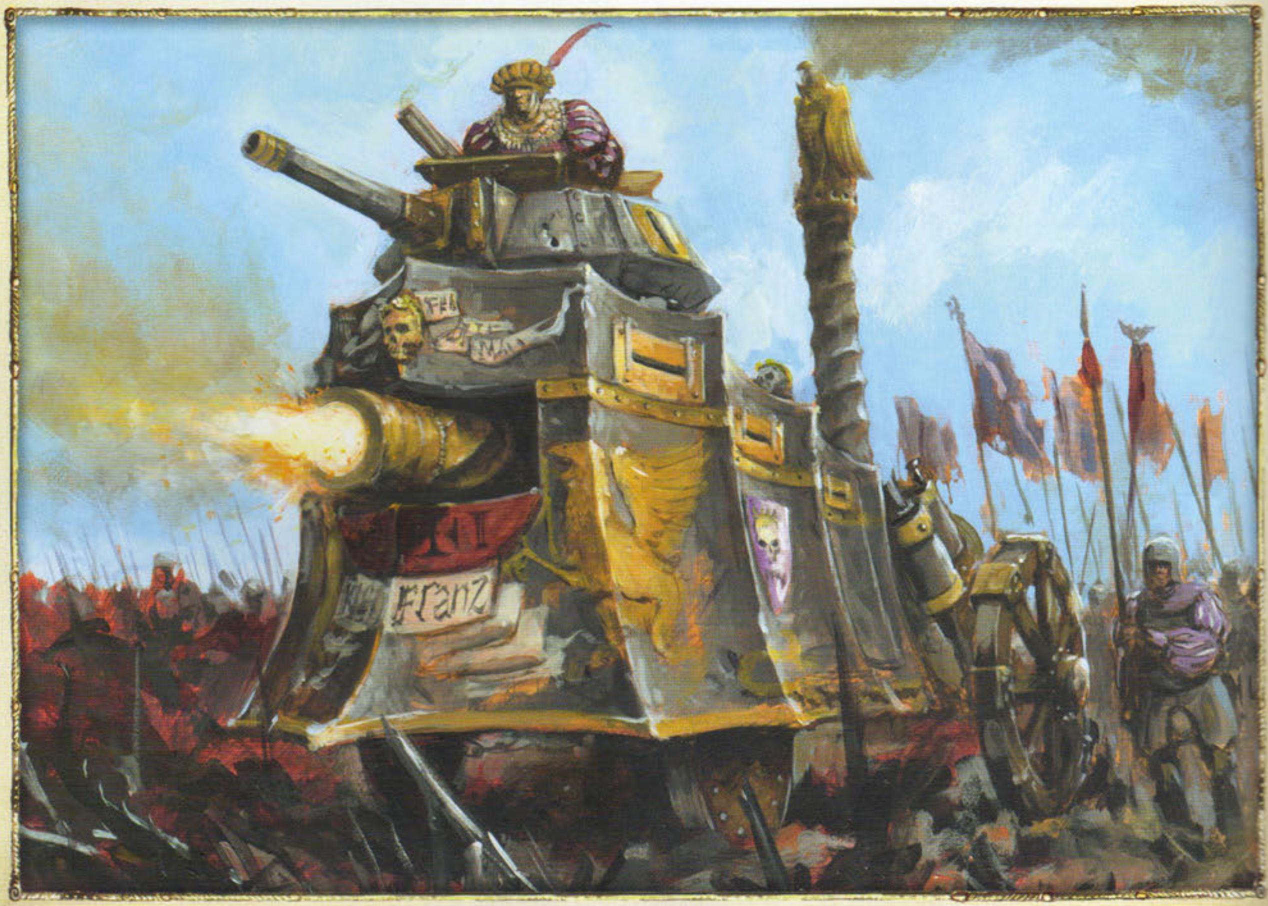
Steam Tanks are monstrous, smoke-belching creations that rumble towards the enemy, firing deadly cannonballs from their steam-powered guns. A thick, armoured skin protects the whole Steam Tank and the advance of these iron behemoths is terrifying to behold; arrows and sword strokes rebound harmlessly from hulls and enemy warriors are crushed beneath their immense bulk.

Powered by a pressurised boiler that siphons steam through pipes and pistons, a Steam Tank comes from the inspired design of Leonardo of Miragliano. Twelve Steam Tanks were originally built, though only eight now remain, carefully maintained by the Imperial Engineers School. Whenever one of these machines is destroyed in combat, all efforts are made to recover all the broken fragments, and wherever possible, the machine is meticulously rebuilt. However, since Leonardo's disappearance, many of the secrets of their construction have been lost, and the surviving Steam Tanks are becoming increasingly unreliable and inefficient. It is a rare day indeed when all eight of these ponderous machines can be persuaded to run at the same time.

In battle, the Engineer Commander of a Steam Tank directs the pressurised steam to whichever portion of the tank requires it, be it the pistons that drive the wheels or the tank's steam-powered weapons. As the Steam Tank is not built with any instruments for determining the pressure in the boiler, the Commander must instead rely on the intensity of the gurgling noises, the hissing sound of steam escaping from imperfectly sealed piping, and the clouds of vapour that accumulate around him. It is a delicate art to judge how much pressure the boiler can hold, but the higher the pressure, the more options the Commander has at his disposal. If too much pressure builds, the Engineer runs the risk of rupturing the boiler, an event that typically entails a catastrophic effect. In several battles, a Steam Tank has suddenly exploded because of a fatal overpressure, destroyed in a cloud of super-heated vapour and spinning iron shards.

Steam Tanks are armed with a steam-powered cannon that can fire a spinning ball of iron whirling into the foe's ranks. A turret-mounted steam gun is also standard, which can engulf nearby enemies in great gouts of scalding steam.

Young Engineers are reluctant to volunteer as Steam Tank crew, as the boilers are renowned for bursting apart and boiling those inside alive. The Steam Tank is also very uncomfortable to ride in and whenever the main cannon is fired, the noise rebounds deafeningly inside, shaking the machine and churning the stomachs of the crew. As a result, most Engineer Commanders prefer to lean out of the Steam Tank's top hatch where they can partially escape the cramped confines. This vantage point also provides the commander with a superior view of the battlefield, and many take the opportunity to bolt on a rifle or draw a pistol for a little target practice of their own.



	M	WS	BS	S	T	W	I	A	Ld
Steam Tank	0/Var.	-	-	6	6	10	-	-	-
Engineer Commander	-	3	4	3	-	-	3	1	7

TROOP TYPE: Chariot (Armour Save 1+).

SPECIAL RULES: Large Target, Random Movement (variable), Terror, Unbreakable.

Steel Behemoth: A Steam Tank, and its crew, can shoot missile weapons with the Move or Fire special rule even if it moved in its Movement phase. In addition, a Steam Tank cannot overrun or pursue a fleeing enemy – it automatically restrains and is unable to perform combat reforms.

Steam Points: At the start of your turn, declare how many Steam Points your Steam Tank is generating – this can be any number between 0 and 5. You may find it helpful to place tokens or a specially coloured dice next to the Steam Tank to keep track of how many Steam Points you have generated, as you will expend them later in the turn to perform actions.

After you have generated your Steam Points (if any), roll an artillery dice to see if the Steam Tank's boiler holds out. If the result is greater than the Steam Tank's current number of Wounds, or if you roll a misfire, roll a D3 and then, for each Steam Point the Steam Tank currently has, add 1 to the result and consult the Steam Boiler Mishap table.

You can expend Steam Points in three ways: through the Steam Engine, Steam Gun or Steam Cannon. You can expend up to 3 Steam Points in each of these categories, as long as you have enough Steam Points remaining. Any Steam Points left unused at the end of your turn are lost.

- **Steam Engine:** The more Steam Points you expend in the Steam Engine, the further the Steam Tank moves in the Movement phase. Declare how many Steam Points you will expend in the Steam Engine at the start of your Compulsory Moves sub-phase. If you choose not to expend any Steam Points in the Steam Engine, the Steam Tank's Movement will be 0 that turn and it cannot move at all. For each Steam Point you chose to expend, the Steam Tank's Random Movement increases by D6". (For example. if you expend 2 Steam Points in the Steam Engine, the Steam Tank has a Random Movement of 2D6".)

  If the Steam Tank charges an enemy unit, it will inflict an additional D3 Impact Hits for each Steam Point expended in the Steam Engine that turn. (For example, if 3 Steam Points are expended in the Steam Engine, the Steam Tank inflicts D6+3D3 Impact Hits!)

  If the Steam Tank starts its Movement phase in base contact with an enemy unit, it cannot move, but can instead expend Steam Points in the Steam Engine to grind foes beneath its wheels. Select one enemy unit in base contact – it immediately suffers D3 Strength 6 hits for each steam point expended in this way, distributed as from shooting.

- **Steam Gun:** The more Steam Points you expend in the Steam Gun, the higher the pressure of the resultant gout of steam. If the Steam Tank is unengaged, declare how many Steam Points you will expend in the Steam Gun at the start of your Shooting phase. If the Steam Tank is engaged in close combat, declare how many Steam Points you will expend in the Steam Gun at the start of your Close Combat phase. In either case, if you choose not to expend any Steam Points in the Steam Gun, you cannot fire it that turn.

  If only a single Steam Point is expended, the Steam Gun is treated as a Strength 2 Breath Weapon, which uses the Engineer Commander's Initiative. The Strength of the Breath Weapon is increased by 1 for each additional Steam Point expended in the Steam Gun. (For example, if 3 Steam Points are expended, the Steam Gun is treated as a Strength 4 Breath Weapon.) The Steam Gun has a 360 degree arc of fire. Unlike other Breath Weapons, the Steam Gun can be used once each turn.

- **Steam Cannon:** A Steam Cannon is a cannon, but instead of gunpowder, it is fired by pressurised steam. The more Steam Points that are expended in the Steam Cannon, the greater its maximum range will be. If you choose not to expend any Steam Points in the Steam Cannon, or if the Steam Tank is in base contact with an enemy unit, you cannot fire it that turn.

  If you expend a single Steam Point, the Steam Cannon can fire with a maximum range of 12". For each additional Steam Point you expend, the maximum range of the Steam Cannon is increased by 12". The Steam Cannon can only be fired directly ahead.

  The Steam Cannon is a cannon with the following profile:

Range	Strength	Special Rules
12"/24"/36"	10	Multiple Wounds (D6)

  If the first artillery dice rolls a misfire, the Steam Cannon does not fire and the Steam Tank immediately loses D3 Wounds with no armour saves allowed. The Steam Cannon cannot fire grapeshot.

Steam Boiler Mishap Table

1-4 **Valve Locked:** Roll a D6. On a 1-2, you cannot expend Steam Points in the Steam Engine this turn. On a 3-4, you cannot expend Steam Points in the Steam Gun this turn. On a 5-6, you cannot expend Steam Points in the Steam Cannon this turn.

5 **Minor Leak:** The Steam Tank immediately loses D3 Steam Points.

6 **Emergency Vent:** The Steam Tank immediately loses D6 Steam Points. The Steam Tank, and any unit in base contact, immediately suffers 2D6, Strength 2 hits, distributed as from shooting (roll for each unit).

7 **Dangerous Overpressure:** Roll a D3. The Steam Tank immediately gains a number of Steam Points and loses a number of Wounds equal to the result.

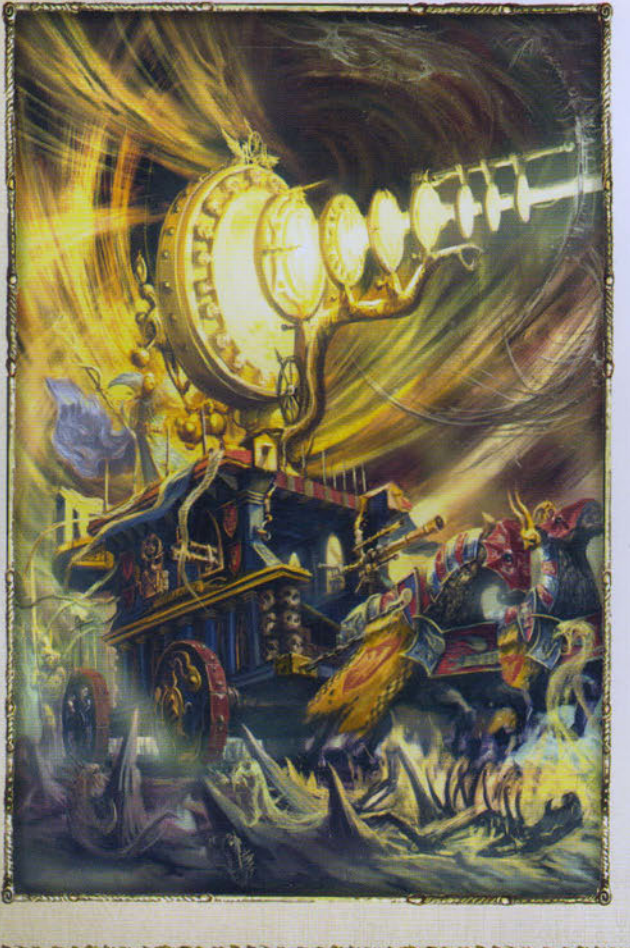
8 **Kaboom!:** All units within 6" of the Steam Tank (friend or foe) immediately suffer 2D6 Strength 4 hits, distributed as from shooting (roll for each unit). After resolving any damage, the Steam Tank is removed as a casualty.

LUMINARK OF HYSH

Arcane Battle Altar

A Luminark of Hysh is a large and complex magical war machine created by the Wizards of the College of Light Magic. Each consists of an array of enchanted mirrors and aether-lenses, resembling the innards of a vast magical telescope mounted atop a great wheeled platform. These mystical weapons are crewed by a pair of Acolytes – students of the Patriarch of the Light College himself – who tend to the machine's array of precision instruments. As the Acolytes set about focussing lenses, tilting prisms and polishing mirrors, they continuously intone spells to channel the Wind of Hysh. As the invocations gain in tempo and volume, the Orb of Sorcery at the machine's core glows with increasing ferocity until a blinding white light leaps through the Luminarium's arcane optics, manifesting in a destructive beam of soulfire so intense that it vaporises anything in its path.

The Light College has precious few Luminarks, and deploying any of them on the battlefield constitutes a terrible dilemma for the Order's Patriarch. This is because each Luminark forms a critical part of the sorcerous safeguards that keep the most evil artefacts recovered by the Empire imprisoned within the college's vaults. The removal of any part of this prison's magical defences runs the risk of that evil escaping, and should such a thing happen, the consequences could well spell doom for the Empire.



Each Luminark is surrounded by an aura of light that reaches out to protect those Empire soldiers who bask in its glow. Warriors so blessed find enemy sword strokes turned aside by invisible forces, or incoming volleys of arrows transformed into harmless bursts of multicoloured light moments before they would have struck.

	M	WS	BS	S	T	W	I	A	Ld
Luminark of Hysh	-	-	-	5	5	5	-	-	-
Acolyte	-	3	3	3	-	-	3	1	7
Warhorse	8	3	-	3	-	-	3	1	5

TROOP TYPE: Chariot (Armour Save 5+).

SPECIAL RULES: Large Target.

Aura of Protection: The Luminark of Hysh and all friendly units within 6" have a 6+ ward save.

Locus of Hysh: If you have one or more Luminarks of Hysh on the battlefield at the start of your opponent's Magic phase, add 1 dice to your dispel pool.

Solheim's Bolt of Illumination: *The Luminark focuses the Wind of Hysh, projecting the energies as a searing beam of light that scythes through enemy ranks with the power of a solar flare.*

Innate bound spell (power level 4). *Solheim's Bolt of Illumination* is a **magic missile** with a range of 36". It causes a Strength 8 hit that has the Multiple Wounds (D3) and Flaming Attacks special rules, and penetrates ranks in the same manner as a shot from a bolt thrower. Armour saves are not permitted against Wounds caused by *Solheim's Bolt of Illumination*. If the target is Undead, Nehekharan Undead, or has the Daemonic special rule, all failed To Wound rolls caused by this spell are re-rolled.

THE ORBS OF SORCERY

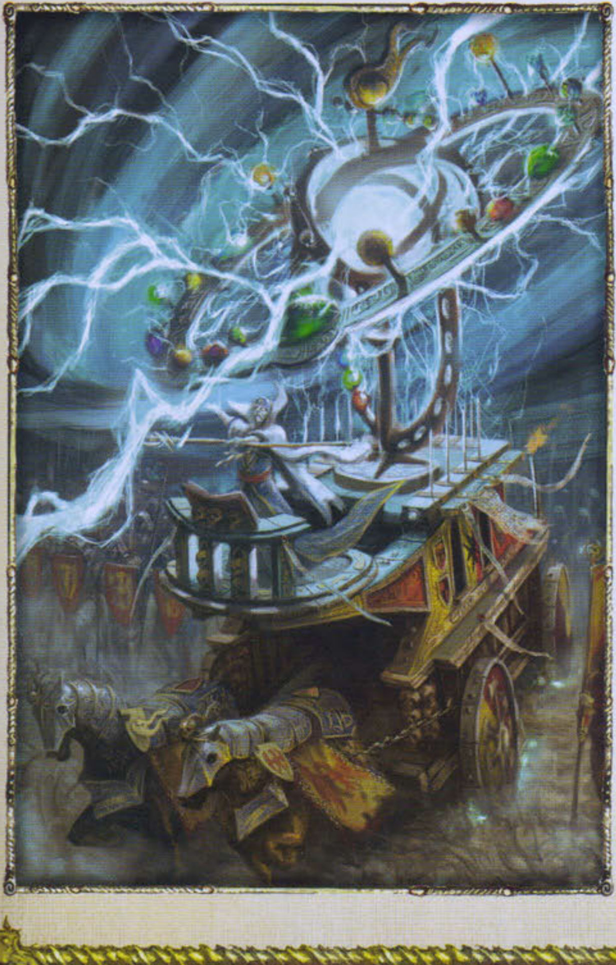
When the Elven Loremaster Teclis founded the Colleges of Magic, he gifted each Order with a handful of crystal orbs to help the fledging wizards harness the Winds of Magic. Each orb is infused with the essence of one of the eight magical winds and it is even whispered that a portion of Teclis' own power is bound within every one of them. The Orbs of Aqshy are thus wreathed in searing flames and the Orbs of Chamon shift like flowing mercury between a golden sheen to polished silver and back again. The Orbs of Hysh radiate a blinding white light so intense that they have been mistaken for miniature suns, whilst the Orbs of Azyr are as dark as deepest space, lit only by the swirling mass of constellations moving within it. Only the Patriarchs of the respective colleges can sanction their use. They are amongst the most powerful and treasured magical artefacts in the colleges' possession and the loss of any of them is a grievous blow to the Order in question.

CELESTIAL HURRICANUM

Arcane Battle Altar

In times of desperate need, when the signs and portents indicate the fate of the Empire itself lies in the balance, the Patriarch of the Celestial Order may eschew subtlety and sanction the use of one of his Order's largest and most destructive weapons – a Celestial Hurricanum. These battle altars were originally built to help Celestial Wizards in their studies of the heavens, to aid them in making more accurate predictions of the future. At the heart of each Hurricanum lies one of the college's most revered artefacts – one of Teclis' Orbs of Sorcery, which enables the Hurricanums to do more than just observe the orbits of passing comets; they actually alter their paths and even cause them to come crashing down from the heavens. Mounted upon sturdy carriages and attended by the Order's Acolytes, the Hurricanums have since been turned into devastating weapons of war.

Celestial Hurricanums harness the Wind of Azyr. In battle, the sorcerous energies surrounding it grow in strength from a steady breeze to a whirling hurricane. By adjusting the huge orrery atop the altar, the Acolytes can summon the very wrath of the heavens. Lightning bolts smite the Empire's foes and icy hail-shards flense flesh from bone. More impressive still are those rare times when the Acolytes achieve a perfect alignment and fiery comets come streaking out of the skies. What is more, Celestial Hurricanums constantly 'leak' magical power, and Empire soldiers who march beside them often report seeing visions of the imminent future. They are able to predict the actions of the foe with uncanny accuracy, and know exactly where and when to strike a critical blow.



	M	WS	BS	S	T	W	I	A	Ld
Celestial Hurricanum	-	-	-	5	5	5	-	-	-
Acolyte	-	3	3	3	-	-	3	1	7
Warhorse	8	3	-	3	-	-	3	1	5

TROOP TYPE: Chariot (Armour Save 5+).

SPECIAL RULES: Large Target.

Locus of Azyr: If you have one or more Hurricanums on the battlefield at the start of your Magic phase, add 1 dice to your power pool.

Portents of Battle: The Hurricanum and all friendly units within 6" have a +1 bonus To Hit in close combat.

Storm of Shemtek: *The Celestial Hurricanum assails the foe with everything from light drizzle to lightning bolts.*

Innate bound spell (power level 4). *Storm of Shemtek* is a **direct damage** spell with a range of 24". Place the small round template over the target and scatter it D6". The result of the D6 is also used to determine the type of storm that is summoned (see the chart below). If a Hit! is rolled, the template does not scatter. If the template hits a unit with the Fly special rule, it suffers D6 Strength 4 hits, in addition to any other effects (even if a Sudden Downpour is summoned).

1	**Sudden Downpour:** The target is pelted with rain – the unit is a bit soggy, but no damage is inflicted this time.
2	**Iceshard Tempest:** All models hit by the template suffer a Strength 2 hit. In addition, all units touched by the template suffer a -1 modifier to all To Hit rolls (both shooting and close combat) until the start of the caster's next Magic phase. Shooting attacks that do not use Ballistic Skill are unaffected.
3	**Raging Tornado:** If a target unit lies beneath the template's central hole and is not engaged in close combat, roll a scatter dice and rotate the unit so that it is facing that direction (if a hit is rolled, the casting player chooses the direction). If, by rotating the unit, it would come within 1" of another unit or impassable terrain, simply stop rotating the unit as soon as it moves to within 1".
4-5	**Lightning Strike:** The model under the template's central hole suffers a Strength 6 hit. Other models hit by the template suffer a Strength 3 hit.
6	**Meteor Strike:** The model under the template's central hole suffers a Strength 8 hit with the Multiple Wounds (D6) Special rule. All other models hit by the template suffer a Strength 3 hit.

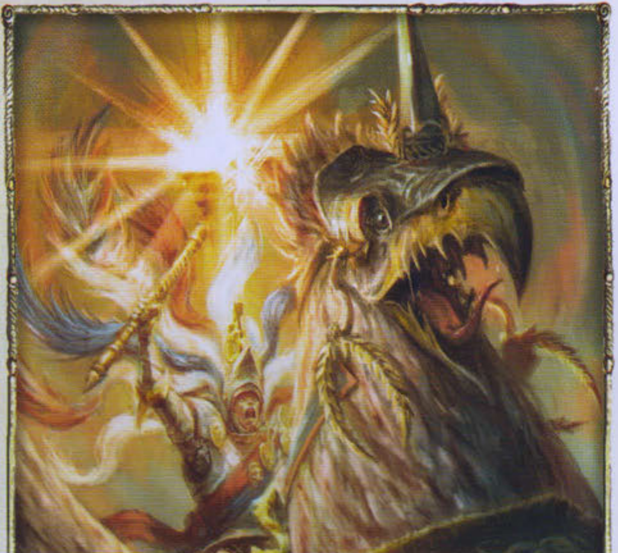
KARL FRANZ

The Emperor

The incumbent Emperor is Karl Franz, Prince of Altdorf and Elector Count of Reikland. Karl Franz is said to be the greatest statesman the Old World has ever seen. He is also a military genius and a valiant general. The Emperor frequently takes personal command of his soldiers, wielding Ghal Maraz, the fabled hammer of Sigmar, like the warrior god of old, smiting enemies of the Empire with every blow.

The Emperor has earned a magnificent record of conquests. It was Karl Franz who led the charge of the Reiksguard that finally broke the Bretonnian Knights at the Battle of Norduin. On the Field of Blood, it was the Emperor's courage that steadied the Imperial line against the charges of Waaagh! Spleenrippa. Against the Chaos horde of Morkhal-hai the Savage, Karl Franz led the Reikland Greatswords into the heart of the enemy army, where he crushed the Champion's skull with a single strike of Ghal Maraz. There is little doubt that Karl Franz is one of the greatest generals of his age. He stands at the forefront of the battles against those that would see his beloved realm torn asunder, and it is a responsibility that weighs heavily upon his shoulders.

Karl Franz often rides to battle on the back of Deathclaw, reputed to be the mightiest Imperial Griffon that ever lived. A powerful bond exists between the beast and its master, one forged in countless battles and many adventures. During the Battle of Blood Keep, Deathclaw stood over the prone form of the wounded Emperor for three hours, slaying any who came near until the Reiksguard could hack a path to their fallen lord. Deathclaw frequently flies freely above Altdorf, returning dutifully to his cage come nightfall, much to the relief of the capital's citizens.



	M	WS	BS	S	T	W	I	A	Ld
Karl Franz	4	6	5	4	4	3	6	4	10
Deathclaw (Griffon)	6	6	0	6	5	5	4	5	8

TROOP TYPE: Infantry (Special Character).
Deathclaw (Monster)**:** Karl Franz may be carried into battle by his loyal Imperial Griffon.

SPECIAL RULES (Karl Franz):
Hold the Line! *(see page 32)*, ***Immune to Psychology.***

Leader of Men: Karl Franz must be your General. His Inspiring Presence special rule has a range of 18", unless he is mounted on Deathclaw or the Imperial Dragon, in which case it is increased to 24".

SPECIAL RULES (Deathclaw):
Bloodroar (see page 34)**, Fly, Large Target, Terror.**

Loyal Beast: Deathclaw always passes any Monster Reaction test he is required to make. In addition, if Karl Franz is killed, Deathclaw has the Hatred special rule when attacking the unit that killed him for the rest of the game.

MAGIC ITEMS:
Ghal Maraz: *Ghal Maraz is the legendary hammer of Sigmar and one of the most potent magical artefacts in the entire world. This rune-encrusted weapon has been the symbol of the Emperor's office ever since the founding of the Empire.*

Magic Weapon. Hits from Ghal Maraz wound automatically with no armour saves allowed. In addition, Wounds caused by Ghal Maraz have the Multiple Wounds (D3) special rule.

The Reikland Runefang: *As the Elector Count of Reikland, Karl Franz has the right to wield his Runefang in battle. When he does so, it is almost always to make a political statement, namely that his actions are done in his capacity as the ruler of his province, and not the Empire as a whole.*

Magic Weapon. All hits from the Reikland Runefang wound automatically with no armour saves allowed.

The Silver Seal: *The warrior mage Fredrik von Tarnus crafted this artefact for Magnus the Pious following the Great War Against Chaos. It wards away harmful blows and evil sorceries.*

Talisman. The Silver Seal grants Karl Franz a 4+ ward save and the Magic Resistance (2) special rule.

KURT HELBORG

Reiksmarshal of the Empire

Kurt Helborg is the Captain of the Reiksguard – the Reiksmarshal – and Emperor Karl Franz's most trusted military commander. Tall and strong, Helborg is the very image of a heroic general; his engraved armour is polished to a mirror sheen and his sword arm is as strong as his courage is unbending. Kurt Helborg rides into battle atop Krieglust, a massive grey gelding said to have been sired by the finest stud in the Emperor's stables. Kurt Helborg also wields the legendary Solland Runefang, a mighty artefact of significant symbolic importance. That the Reiksmarshal has been entrusted with this magical heirloom is a symbol of the Emperor's conviction in Helborg's ability, and so devout a warrior is he that he would sooner die than betray that trust.

As captain of the Reiksguard, Helborg commands the Empire's most deadly warrior corps. When these warriors are personally led by their inspirational leader, they are an almost unstoppable force, an implacable tornado of steel that fearlessly thunders across the battlefield, driving the enemies of the Empire into the blood-soaked ground.

Kurt Helborg is reputed to be the greatest swordsman in the Old World, though this is an accolade hotly contested by the Emperor's Champion, Ludwig Schwarzhelm. These two grim warriors are bitter rivals who regularly compete on the tournament field to answer the question of who is the mightiest warrior of the Empire. So far, honours are roughly even, though at the last meeting Helborg went slightly ahead, much to Ludwig Schwarzhelm's chagrin.

As the Reiksmarshal, Kurt Helborg is also commander of all the Empire's armed forces, second only to the Emperor himself. As such, he has spent most of his life in battle, and is one of the most experienced generals in the Old World.

Kurt Helborg has led the Reiksguard and Imperial armies in wars fought all across the Old World, from the dark forests of the Empire and icy wastes of Kislev to the blazing deserts of Araby. As a general, he is virtually without peer, leading entire armies of knights in thunderous charges of gleaming plate armour and glittering lance points. As a mighty warrior, he fights where the combat is thickest, his Runefang cleaving the foe without mercy.

	M	WS	BS	S	T	W	I	A	Ld
Kurt Helborg	4	7	6	4	4	3	6	4	9
Krieglust (warhorse)	8	3	0	3	3	1	3	1	5

TROOP TYPE: Cavalry (Special Character).

SPECIAL RULES:
Immune to Psychology, Stubborn.

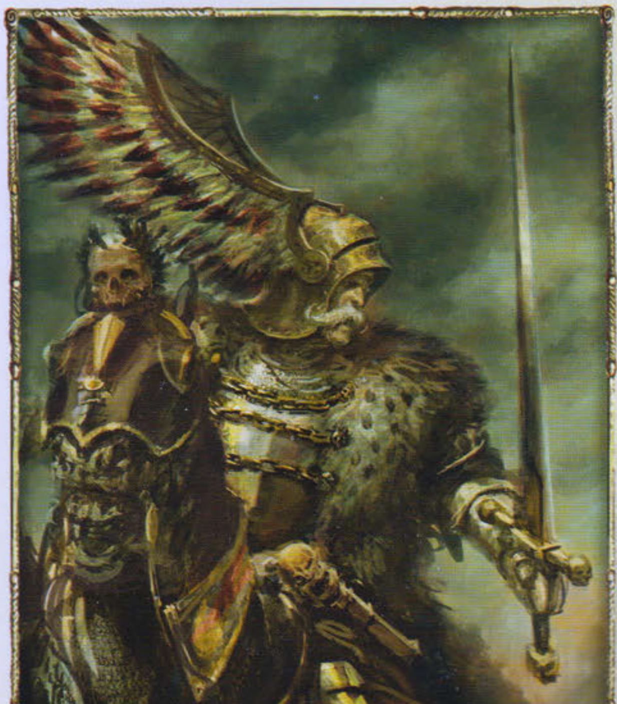
The Emperor's Chosen: If Kurt Helborg joins a unit of Reiksguard Knights, his unit gains the Immune to Psychology special rule. If Kurt Helborg leaves the unit, or is slain, this special rule is immediately lost.

MAGIC ITEMS:
Laurels of Victory: *Kurt Helborg is one of the most celebrated heroes in the Empire, and he wears laurels enchanted by wizards of the Grey Order. The magic within the laurels magnifies Kurt's stature in the eyes of his enemies to the point that few can muster the courage to stand before his wrath.*

Enchanted Item. Each unsaved Wound caused by Kurt Helborg (but not his mount) counts as 2 unsaved Wounds when calculating the combat result.

The Solland Runefang: *The Empire province of Solland never truly recovered from the destruction wrought by the Orc Warboss Gorbad Ironclaw, and its lands have long since been absorbed by the neighbouring province of Wissenland. Thus, when the Solland Runefang, which had been lost in battle, was recovered and returned to the Empire, there was no longer an Elector Count of Solland to wield it. Instead, it was decreed that the Emperor would take ownership of the magical blade. It soon became tradition for the incumbent Emperor to entrust the Runefang to the care of one of the Empire's greatest heroes, and that honour currently sits with the Reiksmarshal, Kurt Helborg.*

Magic Weapon. All hits from the Solland Runefang wound automatically with no armour saves allowed.

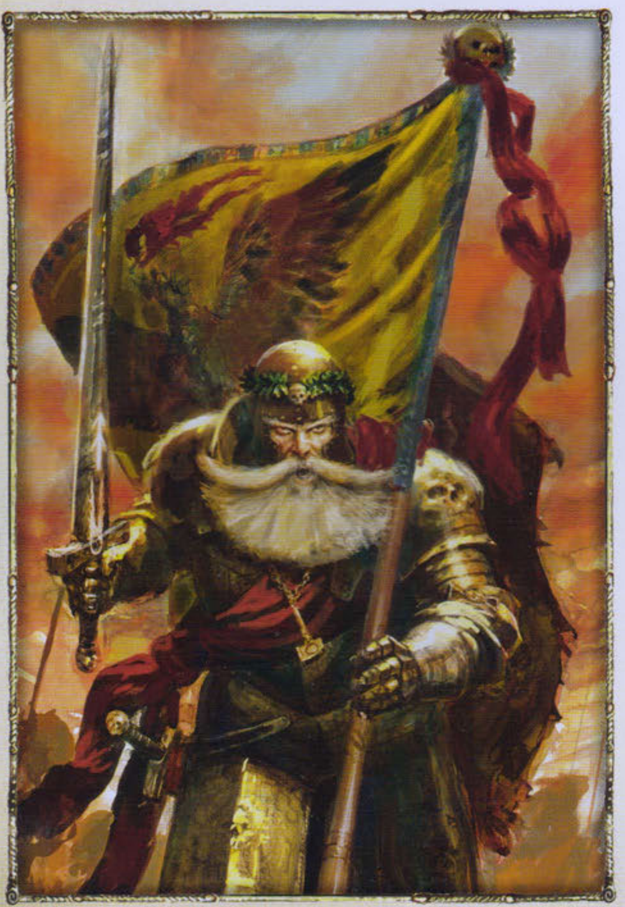


LUDWIG SCHWARZHELM

The Emperor's Champion

Ludwig Schwarzhelm is the champion of Karl Franz and the bearer of the Emperor's personal standard. Ludwig is a towering figure of a man, renowned throughout the Empire for his mighty physique, stern expression and deadly martial skill. The Emperor's champion is said to have never smiled in his life and this reputation as an uncompromising, incorruptible warrior is one Ludwig has consciously cultivated over the years. His role is to uphold the Emperor's justice during trials of combat, which are the judicial right of high-ranking nobles accused of breaking one of the Emperor's laws. Such is Ludwig's deadly reputation that many a noble so accused has confessed their guilt before a sword has even been lifted. Ludwig is also Karl Franz's principal bodyguard and his mere presence has so far proven enough to discourage any attempts on the Emperor's life.

In addition to his formidable skills as a master swordsman, Ludwig also acts as a potent reminder of the Emperor's authority, travelling to various provincial capitals to ensure that Imperial edicts are being obeyed. Karl Franz has an unyielding sense of fairness and honour, and he does not look kindly upon those lords who flaunt their wealth whilst their populace languishes in abject poverty. The arrival of Ludwig Schwarzhelm at the gates of an Elector Count's castle is greeted with some trepidation, even amongst those loyal to the Emperor, for Schwarzhelm is notoriously inflexible and critical of those he perceives as lacking strong moral fibre and faith. On one occasion, Ludwig was forced to fight for his life after unmasking a Chaos cult hidden at the very heart of the von Rauken family of Ostland. However, as dawn broke the following morning, it was the Emperor's champion who marched alone, but victorious, from the castle – his armour rent and battered and his sword dripping with blood.



When the Emperor travels his lands, it is with the unsmiling Ludwig Schwarzhelm at his side, and Karl Franz's diplomatic words are backed up by the silent yet ever-present threat of his champion's keen blade. In battle, the Emperor's champion rallies the Empire army to Karl Franz's banner, and takes on the role of bodyguard, saving his liege-lord's life many times.

	M	WS	BS	S	T	W	I	A	Ld
Ludwig Schwarzhelm	4	6	5	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5

TROOP TYPE: Cavalry (Special Character).

SPECIAL RULES:

The Emperor's Bodyguard: If Karl Franz suffers a Wound (before armour saves are taken) and Ludwig Schwarzhelm is in the same unit, roll a D6. On a 1, the Wound is resolved as normal, but on a 2+ the Wound is intercepted and re-allocated to Ludwig Schwarzhelm. If Karl Franz suffers more than one Wound simultaneously, randomise between them to determine which Ludwig attempts to intercept first. No more than one Wound can be re-allocated to Ludwig Schwarzhelm in this way in each phase. Wounds suffered by the Emperor in a challenge cannot be re-allocated – it is a duel of honour, and Ludwig Schwarzhelm will not interfere.

The Emperor's Herald: If you take Ludwig Schwarzhelm, he must be your army's Battle Standard Bearer. Ludwig Schwarzhelm can never be your army's General.

MAGIC ITEMS:

Sword of Justice: *The Sword of Justice has been passed down from champion to champion through the reigns of successive Emperors. It is a magical weapon, studded with ancient Dwarf runes of vengeance and retribution.*

Magic Weapon. Attacks made with the Sword of Justice have the Killing Blow special rule. In addition, all failed To Wound rolls made with the Sword of Justice are re-rolled.

The Emperor's Standard: *Ludwig Schwarzhelm is entrusted to carry one of the Emperor's personal banners. This magnificent standard has been wrought with subtle magic so that the hearts of all true soldiers of the Empire who gaze upon it are filled with courage.*

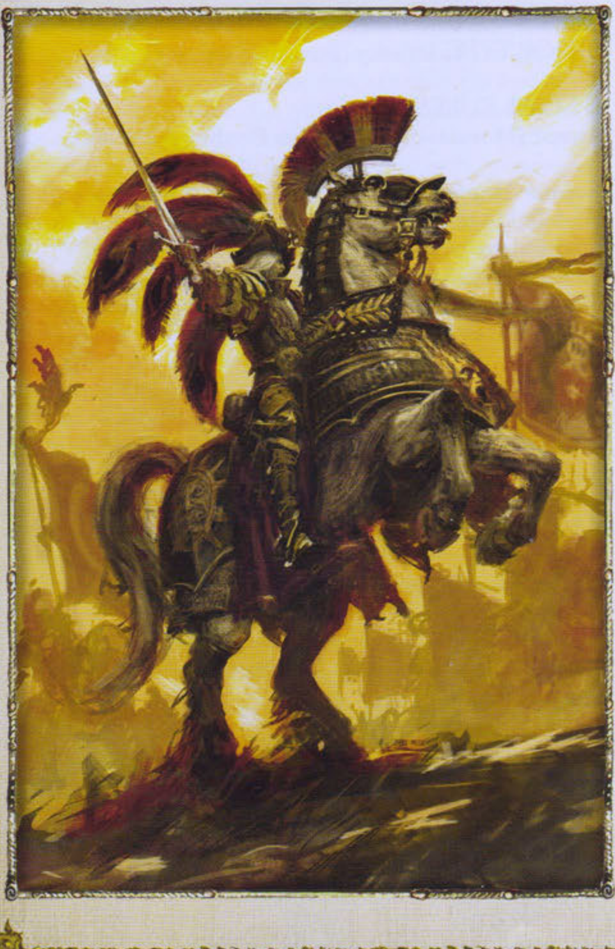
Magic Standard. The Emperor's Standard follows all the rules for a battle standard, except that the range of Ludwig Schwarzhelm's Hold Your Ground! special rule is 18".

MARIUS LEITDORF

Elector Count of Averland

Renowned as the Mad Count, Marius Leitdorf's reputation has spread far across the Old World. Most knew Marius for his eccentricities; his bouts of screaming rage, his periods of melancholy and his mercurial conduct at court. Indeed, it is common knowledge that he relied on the advice of his warhorse, Daisy Kurt von Helboring II, as much as any of his advisors. In fact, his outrageous behaviour and roguish improprieties with the daughters and wives of the noble houses were such that few other counts welcomed him in their courts. One of Leitdorf's harshest critics was Kurt Helborg, who according to the Mad Count 'had a poor moustache, worse dental hygiene, and a sense of humour to rival a Troll'. On the last point, at least, Marius' judgement was correct, and the enmity between the two was legendary.

However, Leitdorf's reputation did him a gross disservice, for while he was clearly 'unconventional' in his manners and flamboyant in his clothing, he had an incisive mind. Indeed, he was an accomplished poet and an inventor of some standing. Furthermore, Leitdorf was an exceptional swordsman and military tactician who led his armies with considerable flair and skill. In fact, a number of great victories are owed to his insane courage and uncanny insights, and Karl Franz counted Leitdorf amongst his most trusted allies. It was with genuine regret that the Emperor saw Marius fall in battle whilst they led their armies against a massive Orc invasion. With his passing, the Empire was robbed of one of its greatest, if most unpredictable, heroes.



	M	WS	BS	S	T	W	I	A	Ld
Marius Leitdorf	4	6	5	4	4	3	5	3	9
Daisy (warhorse)	8	3	0	3	3	1	3	1	5

TROOP TYPE: Cavalry (Special Character).

SPECIAL RULES:
Hold the Line! (see page 32).

The Mad Count: At the start of every friendly turn, Marius Leitdorf must take a Leadership test on 3D6, discarding the lowest result. If passed, he behaves himself and acts normally this turn, otherwise roll a D6 and consult the table below:

1 Lunatic Ravings: *Marius recites poetry, does impressions of the Reiksmarshal and sings bawdy songs about rotund maidens.* For the remainder of the turn, Marius is treated as though he has failed a Stupidity test.

2 Berserk Rage: *The Mad Count's favourite shirt is ruined and he enters an unreasoning rage.* Marius has the Frenzy special rule, and cannot lose it, until he rolls on this table again.

3 Paranoid Delusions: *Leitdorf is convinced that both his allies and his own shadow are out to get him.* Marius immediately makes one close combat attack against a randomly chosen friendly model in base contact (if there are none, treat this result as Lunatic Ravings instead).

4 Tactical Brilliance: *After consulting his warhorse, Daisy, Marius realises his army needs to be reformed at once.* Every friendly unit within 12" of Marius may immediately make a Reform manoeuvre. These units can still move, charge, march and shoot as normal during this turn.

5 Outrageous Insult: *The Mad Count mocks his foe's girth, poor dress sense and foul odour.* The closest enemy character to Marius has the Hatred (Marius Leitdorf) special rule for the rest of the game.

6 Insane Bravado: *Marius believes himself to be invincible and charges off to smite his foes.* Marius is treated as having rolled a Berserk Rage result. In addition he has the Stubborn special rule and must accept any challenge until he rolls on this table again.

MAGIC ITEMS:
The Averland Runefang: *Marius is an expert fencer who wields his Runefang alongside a long dagger.*

Magic Weapon. All hits from the Averland Runefang wound automatically with no armour saves allowed. Furthermore, the Averland Runefang and Marius' hand weapon count as Paired Weapons.

MARKUS WULFHART

Huntsmarshal of the Empire

Markus Wulfhart is the finest scout in all the Empire, a huntsman from Middenland whose life was irrevocably shattered when the Drakwald Cyclops – a one-eyed Bonegrinder Giant – razed his hometown of Drakenburg to the ground, slaughtering its inhabitants. Burning with the desire for revenge, Wulfhart tracked the great monster to its lair. A skilled marksman, he blinded his quarry with a single shot from his bow before closing with the stumbling giant and severing its rope-like hamstrings with repeated blows of his sword. As the giant crashed to the ground, Markus showed it no mercy, and with blade in hand, he hacked at its neck a dozen times until the monster's head was severed.

Wulfhart had slain the beast that had butchered his kin, but he knew that there were many more monsters still lurking in the dark forests. He swore that no other settlement would suffer the fate of Drakenburg if he could help it, and so he set out to hunt the various monsters that preyed on the Empire, and only when every last one of them was slain would he rest.

As recognition for his deeds, Markus was offered a knighthood by Karl Franz himself, and with it the luxury of a nobleman's estate. However, Wulfhart declined, wishing only to be allowed to continue his self-imposed quest. The Emperor was impressed with Markus' grim determination and so gifted him with a magical bow from the Imperial vaults. Karl Franz also bestowed Markus with the title of Huntsmarshal – the Emperor's Captain of Scouts – and tasked him with recruiting a band of like-minded followers.

Wulfhart's Hunters are an elite, if rag-tag, regiment of scouts, hand-picked by Markus from across the Empire. Nowhere else in the Emperor's armies can a more disparate group of warriors be found; Middenlanders fight beside troops from as far afield as Averland, and city-born men rub shoulders with those raised in rural backwaters. However, any regional differences are quickly eroded and bonds of comradeship are forged as they fight against a common foe. Under Markus' single-minded leadership, Wulfhart's Hunters have become the most accomplished group of monster slayers in the Empire. Together, they have slain the Talonbeast of Stirland, the Ostermark Ice Dragon and the Chimera of Flamespire Peak, just to name a few. Whilst lesser men might have been paralysed with fear facing down such terrifying foes, the aim of Wulfhart and his chosen men has never wavered as they prepare to let loose the arrows that will rid the Old World of one more monstrosity.

	M	WS	BS	S	T	W	I	A	Ld
Markus Wulfhart	4	5	5	4	4	2	5	3	8

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES:
Hatred (Monsters), Immune to Psychology, Scouts.

Monster Hunter: Models with this special rule re-roll all failed To Hit rolls when shooting at monsters. If shooting at a ridden monster, or a target with the Monsters and Handlers special rule, do not roll to determine whether it is the rider/handlers or the monster that is hit/wounded; the shot is resolved against the monster.

Wulfhart's Hunters: If your army includes Markus Wulfhart, one unit of Huntsmen may be upgraded to be Wulfhart's Hunters. This unit gains the Monster Hunter and Immune to Psychology special rules.

MAGIC ITEMS:
The Amber Bow: *This bow was carved from a Drakwald Oak and enchantments were placed upon it by Amber Wizards. Its shots are guided by magic to the hearts of fierce monsters.*

Magic Weapon. The Amber Bow is a missile weapon with the following profile:

Range	Strength	Special Rules
30"	3	Volley Fire

If a shot from the Amber Bow hits a monster, it always wounds on 4+ (unless it would normally need a lower result) and has the Multiple Wounds (D3) special rule.

VOLKMAR THE GRIM

The Grand Theogonist

Volkmar the Grim is the head of the Cult of Sigmar and the most powerful religious leader in the Empire. He is a pious and foreboding man who is utterly devoted to the destruction of Chaos in all its forms. When the Grand Theogonist accompanies an army into battle, he typically rides atop the resplendent War Altar of Sigmar, inspiring the soldiers around him to great acts of heroism as he strikes the followers of Chaos down with powerful blows and words of divine force. Volkmar is a holy terror on the battlefield, a man who fights with the fury of Sigmar himself. It is said that Volkmar's soul was forged of steel and he fights the malign influence of Chaos with every fibre of his being.

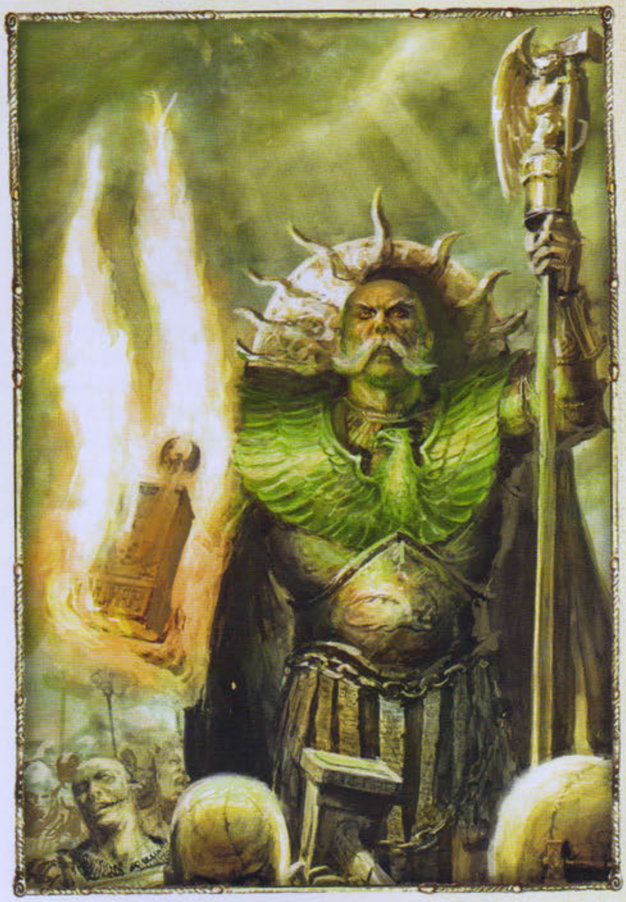
> 'Volkmar. Just look at him. He never wavers and never yields. Some say he never even sleeps. Everything about him is bent to that one great task of holding back the darkness. He can't do it alone, but then again, he doesn't need to, for his sheer resolve inspires men like us to greatness.'
>
> *- Sir Albrecht Valdorf, Preceptor of the Righteous Lance*

Though possessed of a warrior's soul, Volkmar the Grim is a wise man who knows that Chaos cannot be defeated with strength of arms alone. The Grand Theogonist is convinced that the answer to truly ending the threat from the North lies buried in the archives of the Empire's vaults of ancient scrolls and holy scriptures. For days at a time, the Grand Theogonist locks himself in the secret repositories filled with tomes of forbidden lore, in search of an answer to ending the dark menace of Chaos. Such a task is epic in the extreme and, so far, the Grand Theogonist has gathered together only a few fragments and scraps of pertinent knowledge. However, what Volkmar has learnt speaks of a great prophecy, a final battle between good and evil that will either see the threat of Chaos crushed forever, or the Empire, and the entire world, destroyed in a tide of flame and bloodshed.

As Grand Theogonist, Volkmar is one of the most powerful men in the Empire, one of Karl Franz's staunchest allies and a wise counsellor. Even though Volkmar is one of the sternest adherents of the Cult of Sigmar's teachings, political rivals and malicious rumour-mongers have, in recent years, cast doubts upon his devotion to the ideals of the Empire's warrior god. The Grand Theogonist doesn't waste time by trying to quash rumours or defend himself against such gossip, content simply to let his actions within his holy order and on the battlefield speak for themselves – none who have witnessed Volkmar in battle ever have reason to doubt his devotion again.

	M	WS	BS	S	T	W	I	A	Ld
Volkmar the Grim	4	5	4	4	4	3	4	2	9

TROOP TYPE: Infantry (Special Character).



SPECIAL RULES (see page 36)**: Battle Prayers, Divine Power, Righteous Fury.**

Grand Theogonist: Volkmar the Grim has a +1 bonus to any attempt to cast a Battle Prayer.

MAGIC ITEMS:

Jade Griffon: *This talisman is carved from enchanted jade and is said to have been blessed by Magnus the Pious himself. The Jade Griffon hangs upon the Grand Theogonist's chest, glowing with a green inner light that suffuses Volkmar with regenerative powers.*

Talisman. The Jade Griffon grants the Grand Theogonist the Regeneration (5+) special rule.

Staff of Command: *This staff is the Grand Theogonist's badge of office. It draws magical power from the War Altar of Sigmar and channels it into the Grand Theogonist's aging limbs, suffusing them with strength.*

Magic Weapon. If Volkmar the Grim is mounted upon the War Altar of Sigmar, all close combat attacks made with the Staff of Command are resolved at +2 Strength. If Volkmar the Grim is not mounted upon the War Altar of Sigmar, or it has been destroyed, his close combat attacks are made at his normal Strength instead.

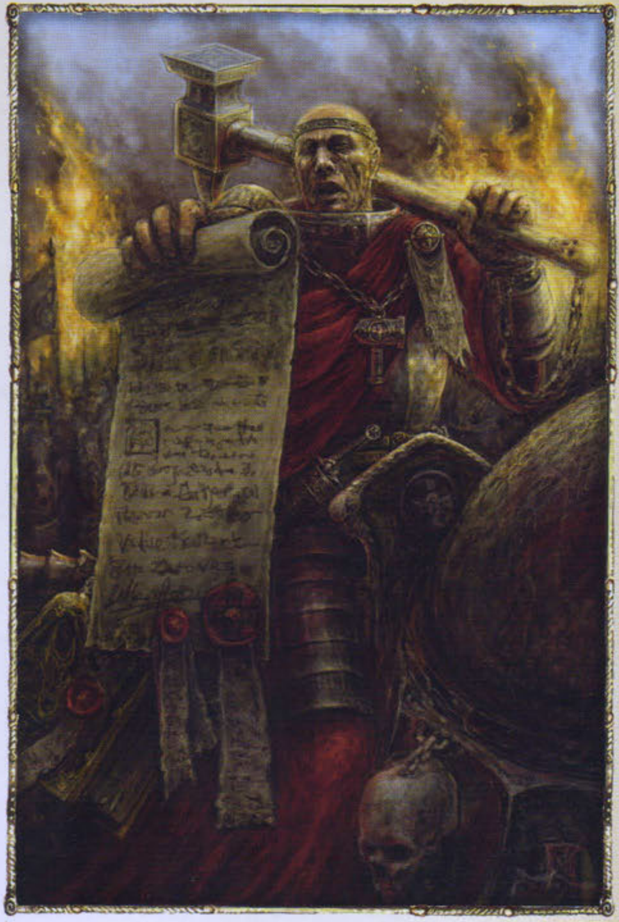
LUTHOR HUSS

Prophet of Sigmar

In the early years of Karl Franz's reign, a boy appeared at the gate of a Sigmarite monastery near Wissenburg. When asked about his past, the boy did not answer. All he would say was that his name was Luthor Huss and he desired to learn how to fight against Chaos. Many years of hard training and study followed. The boy grew to become a formidable warrior and uncompromising priest. However, Luthor burned with the need to face Chaos in battle. Thus, he left the monastery and walked across the Empire, preaching Sigmar's gospel as he looked for a chance to test his faith against Chaos.

Luthor's test was to occur in Weismund, a small town at the edge of the Drakwald Forest. Luthor discovered that a herd of Beastmen had attacked the town and was poised to return. Soon, Luthor was standing beside the townsfolk, ready to face the foul Children of Chaos. When the Beastmen attacked, Luthor displayed the divine might of Sigmar himself. The Warrior Priest became his deity's vessel upon the world and he bore the gifts of the immortal god. Every swing of Luthor's hammer struck a mutant monster dead, every word of power uttered caused a Beastman to burst into flames, and his supernatural aura turned aside enemy blades. Against such a warrior, the Beastmen could not prevail, and they fled back into their woodland lair. Luthor Huss followed the fleeing mutants, determined to cleanse the land of their filth. Though many believed the ferocious novice was walking to his doom, he emerged from the Drakwald three days later, his armour in tatters, his exhausted body covered in the blood of his enemies, and the horned head of the Beastmen's shaman clutched in his hands.

Luthor quickly rose through the ranks of the Sigmarite Cult and was chosen to join the delegation representing his order at the Sigmarite Council in Altdorf. Luthor was deeply troubled by what he witnessed in the council, dismayed that some of his fellow clergymen were more concerned with politics than defeating the growing threat of Chaos. With all the fervour he could muster, Luthor stood up in the cathedral of Sigmar and denounced the squabbling priests. Luthor was commanded to apologise by his superiors, but he was utterly unrepentant. Furthermore, he exiled himself from the opulent cathedrals of the capital, pausing only long enough to gather his warhammer and hymnal. The battlefield was where Luthor would pay tribute to his god, and from that day onwards, he has travelled across the Empire, preaching against corruption and rousing the faithful to seek the will of Sigmar. Luthor became the nightmare of every corrupt priest, the scourge of the unfaithful and the bane of those who consorted with the Dark Gods. Whispered rumours circulated that he was responsible for the deaths of several priests in Altdorf suspected of harbouring Chaos Cultists. Tales of such grisly justice meted out at his hands drove the Arch Lectors of the Cult of Sigmar to demand Luthor's excommunication. However, Grand Theogonist Volkmar refused to take such drastic measures. The enigmatic smile that appears on the Theogonist's face whenever Luthor's name is mentioned has led many to think that the old man knows something important about Luthor's ultimate destiny, something he cannot, or does not, want to reveal.



	M	WS	BS	S	T	W	I	A	Ld
Luthor Huss	4	5	4	4	4	2	4	2	8
Warhorse	8	3	0	3	3	1	3	1	5

TROOP TYPE: Cavalry (Special Character).

SPECIAL RULES (see page 36): **Battle Prayers, Divine Power, Righteous Fury.**

Chosen of Sigmar: Luthor Huss has a 4+ ward save.

In addition, once per game, he may harness the very power of Sigmar. Luthor must declare that he is harnessing this power at the start of any Close Combat phase. Roll a D3 – Luthor adds this number to his Weapon Skill, Strength, Toughness, and Attacks characteristics until the end of the turn.

Fiery Demagogue: In addition to *Hammer of Sigmar, Shield of Faith* and *Soulfire,* Luthor Huss also knows the following Battle Prayer:

- **Unbending Righteousness:** Luthor Huss and his unit gain the Stubborn special rule until the start of the next friendly Magic phase.

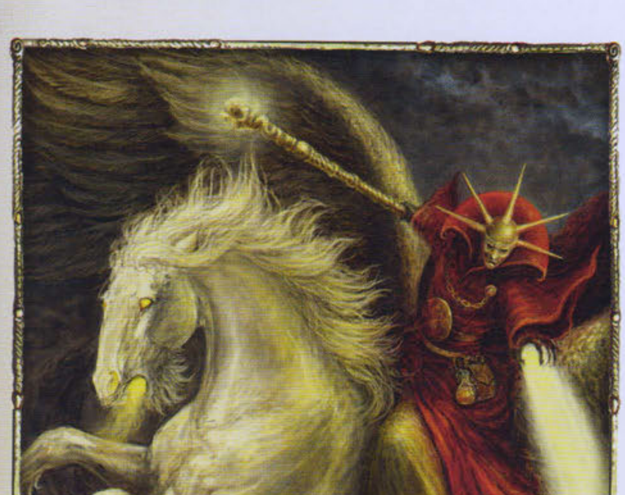
BALTHASAR GELT

The Supreme Patriarch

Balthasar Gelt came to Altdorf from the city of Marienburg, having bought passage on a merchant ship with gold that he had transmuted from lead ingots. He left the seaport for the Colleges of Magic before the effects wore off, and now rumours abound that the swindled sea captain has placed a rich bounty on Balthasar's head – though few would dare attempt to collect it.

The transmutation of common artefacts into precious metal has always fascinated Balthasar. Driven by his obsession, he spent many years combining his knowledge of alchemy, learnt in far-off lands, with the magical Lore of Metal. Balthasar's fierce intelligence lent him a greater understanding of this branch of magic than any of his fellow students or tutors, and he rose quickly through the ranks of the Gold Order. Within a mere decade, Balthasar had become the Patriarch of the Golden College, the youngest wizard to ever hold the title.

Balthasar's research into new formulations of black powder even made him popular with the Imperial Engineers School, an organisation that often dismisses magic as superstitious nonsense. However, during these studies, a freak explosion almost ended Balthasar's quest for knowledge forever. Somehow he survived, and from that day on he has only ever been seen swathed in shimmering, metallic robes and wearing a golden face mask. Some say that beneath his mask his skin has turned to pure gold, while others whisper that he is horribly disfigured, though the truth of the matter is known only to Balthasar. One thing is certain: the accident only furthered his will to succeed, and this determination increased his powers to new heights. After defeating Thyrus Gormann of the Bright Order in a ritual magical duel, Balthasar became Supreme Patriarch of the Colleges of Magic, replacing the long-standing prominence of Fire with that of Metal. Since that day, the new Supreme Patriarch has appeared on many battlefields, heartening the Emperor's armies as he soars overhead on his Pegasus. With a single gesture, Balthasar Gelt can transform his enemies into lifeless golden statues or turn their bones into molten iron. With such power at his command, Balthasar has secured victory for the Empire on numerous occasions.



	M	WS	BS	S	T	W	I	A	Ld
Balthasar Gelt	4	3	3	3	4	3	3	1	8
Imperial Pegasus	8	4	0	4	4	3	4	2	6

TROOP TYPE: Monstrous Cavalry (Special Character).

MAGIC: Balthasar Gelt is a Level 4 Wizard. He use spells from the Lore of Metal.

SPECIAL RULES: Fly, Loremaster (Lore of Metal).

MAGIC ITEMS:

Amulet of Sea Gold: *This ancient Elven heirloom was unearthed by Balthasar Gelt in distant Estalia. It glows with protective energies that become increasingly more powerful in the presence of evil sorcery.*

Talisman. The Amulet of Sea Gold grants Balthasar Gelt the Magic Resistance (1) special rule. This is increased to Magic Resistance (2) if there are two enemy Wizards currently on the battlefield, or Magic Resistance (3) if there are 3 or more enemy Wizards currently on the battlefield.

Cloak of Molten Metal: *This mystic robe creates a shimmering series of images that perfectly match Balthasar's appearance. These images are forever rotating in a dazzling whirlwind of iridescent colours, masking the Patriarch's true battlefield position even to the most eagle-eyed marksman.*

Enchanted Item. The Cloak of Molten Metal grants Balthasar Gelt gains a 3+ ward save against shooting attacks.

Staff of Volans: *This staff belonged to Volans, the first Supreme Patriarch of the Colleges of Magic, who was taught by Teclis of Ulthuan during the Great War Against Chaos, and it has been the symbol of office of the Supreme Patriarch ever since. It allows the Patriarch to bend the Winds of Magic more easily to his will.*

Arcane Item. The Staff of Volans grants Balthasar Gelt a +2 bonus on all attempts to cast spells.

HEIRLOOMS OF MAGIC

On the following pages are magic items available to the Empire's armies. These can be taken in addition to any of the magic items listed in the Warhammer rulebook.

RUNEFANG 85 points
Magic Weapon

At the dawn of the Empire, the Dwarf Runesmith Alaric the Mad forged a dozen magical swords for Sigmar's twelve chieftains. Each was a masterpiece, requiring all the skill and ancient knowledge of runecraft to create. The Runefangs are thus blades of unsurpassed power, able to carve through gromril plate and Dragon scale. They are amongst the oldest and most treasured artefacts still surviving in the Old World, and today the Runefangs are synonymous with the status, power and authority of the Elector Counts. Each Runefang is the symbol of office of a particular province and, as such, each has its own name and history. When the time comes for a new Emperor to be elected, the assembled Elector Counts vote by placing their Runefangs at the base of their advocate's personal banner. Of the twelve Runefangs, only ten are currently in the hands of Elector Counts, for the provinces of Solland and Drakwald no longer exist. The Solland Runefang is currently entrusted to the Reiksmarshal of the Empire. The final blade is kept in the Imperial Armoury in Altdorf and occasionally presented by the Emperor to a heroic General who is fighting in the service of the Empire.

All hits from a Runefang wound automatically with no armour saves allowed.

THE MACE OF HELSTURM 50 points
Magic Weapon

The first Grand Theogonist, Johann Helsturm, used this double-handed mace in battle. It is said that his faith in Sigmar was strong enough to shatter the walls of a castle, and that the mace retains a portion of that holy might to this day. When wielded by a warrior whose devotion is beyond reproach, the head of this weapon glows so brightly it bursts into flame. As the mace is swung overhead, it leaves twin trails of fire in its wake, and when it smashes into its foes, it hits with the force of a meteor strike.

Always Strikes Last. Requires Two Hands. The wielder of this weapon strikes at +2 Strength in close combat. Instead of attacking normally, the bearer can choose to forfeit all of his normal Attacks to make a single, special Attack (which still has the Always Strikes Last special rule). If this Attack hits, it is resolved at Strength 10 and has both the Flaming Attacks and Multiple Wounds (D3) special rules.

THE ARMOUR OF METEORIC IRON 50 points
Magic Armour

Forged from a rare star metal, it is said that no mortal blade can pierce the Armour of Meteoric Iron. Sword strikes, arrows, and even cannonballs, have all rebounded harmlessly against the Armour of Meteoric Iron, the twin-tailed comet emblazoned on its breastplate not so much as scratched by the blows.

The Armour of Meteoric Iron grants the wearer both a 1+ armour save (that cannot be improved by any means) and a 6+ ward save.

HELM OF THE SKAVENSLAYER 15 points
Magic Armour

The legendary helm of Count Mandred Skavenslayer was crafted from the skull of the Skaven warlord who fell at the Battle of the Howling Hills. Even after Mandred's assassination at the hands of the foul ratmen several decades later, it is said that a portion of his vengeful spirit lived on within the macabre helm, filling those who gaze upon its gruesome visage with fear and dread. Such is its reputation amongst the vile rat-spawn that the mere sight of the Skavenslayer's Helm drives them to frenetic action as they battle their instinctive fear and loathing of the object in equal measure.

Helm. The wearer of the Helm of the Skavenslayer counts his armour save as being one point higher than normal. The wearer also causes Fear. Against models from a Skaven army, the wearer causes Terror instead. However, all Skaven gain the Hatred special rule while attacking the wearer.

THE WHITE CLOAK OF ULRIC 50 points
Talisman

This cloak is made from the pelt of a ferocious white wolf of Middenland and was blessed by the High Priest of Ulric. The White Cloak is thus imbued with the power of the god of winter and a magical aura of frost protects the wearer, freezing the sword arms of enemies and shielding him from the hottest flames.

Enemies in base contact with the wearer are at -1 to all rolls To Hit. In addition, the wearer has a 5+ ward save, increasing to a 2+ ward save against Wounds caused by Flaming Attacks.

VAN HORSTMANN'S SPECULUM 40 points
Enchanted Item

Though the Empire's soldiers stand bravely against the dangerous monsters and dark champions that assail them each day, they are no match for these foes on their own. Prior to being corrupted by the Ruinous Powers and his uncovering as a Chaos worshipper, the Wizard Egrimm van Horstmann managed to craft a solution to this problem. The result was a small magical mirror with the ability to switch the fighting qualities of the wearer with that of their enemy. Fearing the possibility of being corrupted by van Horstmann's influence, the Light College has since added a series of strong protective wards to the device to limit its power.

When the wearer fights in a challenge, he must 'swap' the Strength, Toughness, Initiative and Attacks characteristics on his profile with his enemy (but not the enemy's mount, if he has one). So, the wearer fights with his enemy's Strength, Toughness, Initiative and Attacks whilst his enemy fights with the wearer's Strength, Toughness, Initiative and Attacks. Note that you cannot choose not to use Van Horstmann's Speculum and you must swap all of the listed characteristics for the duration of the challenge, not just some of them.

RING OF VOLANS 30 points
Enchanted Item

Volans was the greatest of the human pupils of Teclis, the founder of the Colleges of Magic. It was he who instructed the patriarchs of the colleges to commit their newfound knowledge into a single tome so that Teclis' teachings would never be lost. In all the Empire, it is the only source of arcane knowledge that does not distil the secrets of magic into one of its eight separate winds. However, the human mind is unable to master the full spectrum of sorcery, and every wizard who has attempted to read from the tome has been driven out of his mind. A magical seal was thus placed upon the book to protect anyone else from a similar fate, a lock that only Volans' ring can open. This ring has ever since shared a mystical connection to the forbidden tome, and both resonate with raw magical power. A warrior who possesses the Ring of Volans is able, for a small time at least, to harness a tiny fraction of one of the eight Winds of Magic.

One use only. Bound Spell (power level variable). At the beginning of the game, choose one of the eight Lores of Magic from the *Warhammer* rulebook and generate a spell from it as if the bearer were a Level 1 Wizard. That spell is bound within the Ring of Volans and can be cast, just like a bound spell, with a power level equal to the normal casting value of the spell.

GRIFFON BANNER 60 points
Magic Standard

The Griffon Banner was the personal standard of Magnus the Pious, and ever since the Great War Against Chaos it has been a symbol of noble bravery, sacrifice and valour throughout the Empire. Subtle enchantments are woven into the banner, and when the soldiers of the Empire carry it into battle, they fight with the courage and determination of Magnus himself.

A unit joined by a character bearing the Griffon Banner doubles any combat result bonus granted for having extra ranks. However, a character carrying the Griffon Banner, and his unit, cannot pursue a fleeing enemy and must hold their ground instead.

STEEL STANDARD 35 points
Magic Standard

This glorious standard was created by the first patriarch of the College of Gold Magic. The arcane sigils woven into the fabric of the banner blaze brightly in the presence of metal, altering the heavy, cumbersome armour in which knights and their warhorses are clad, making it lighter than a feather.

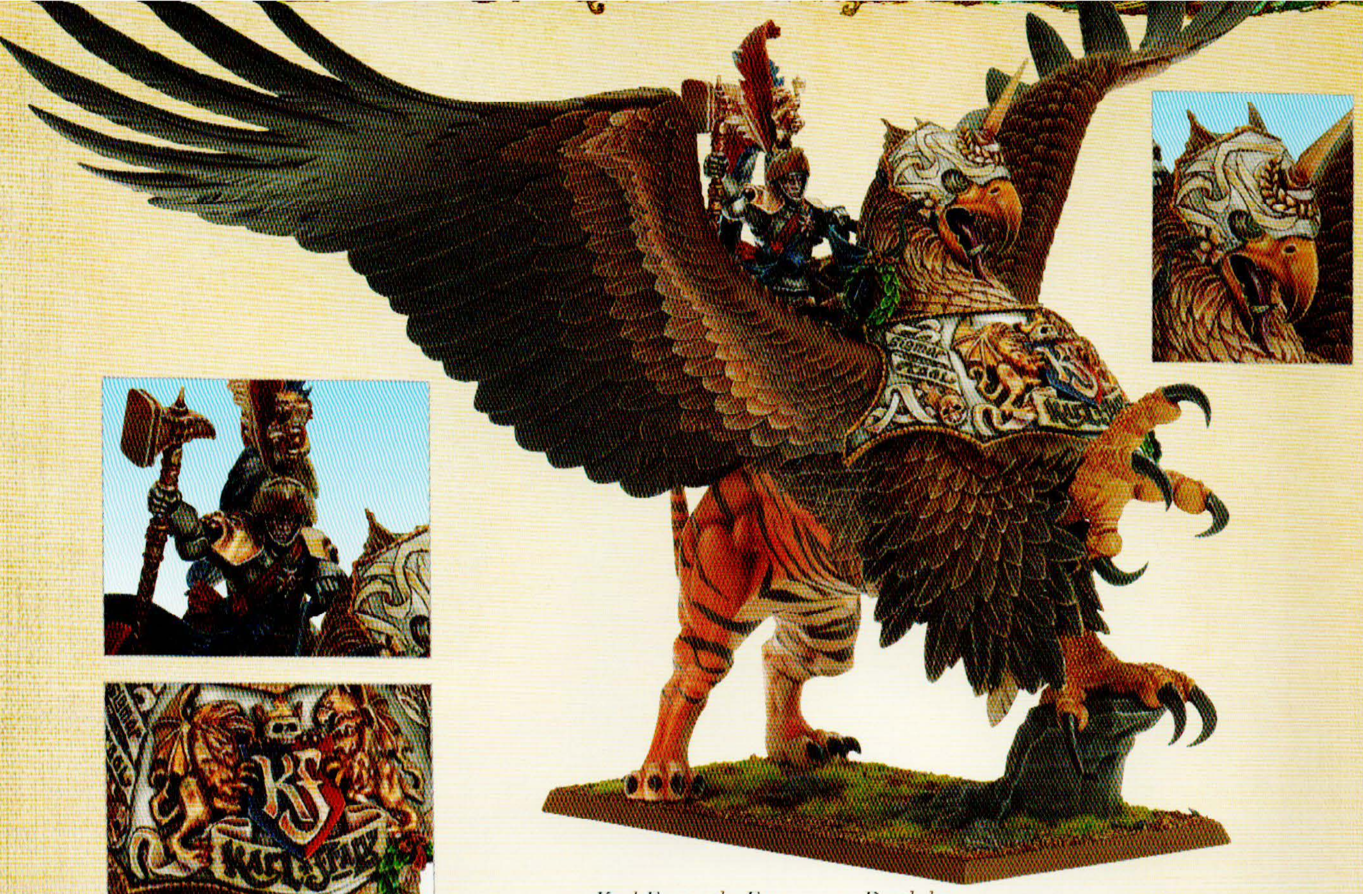
The bearer of the Steel Standard and his unit ignore any negative Movement penalties for barding (if they have any), and re-roll any dice rolls of a 1 when determining the distance they charge, flee or pursue.

Talabheim

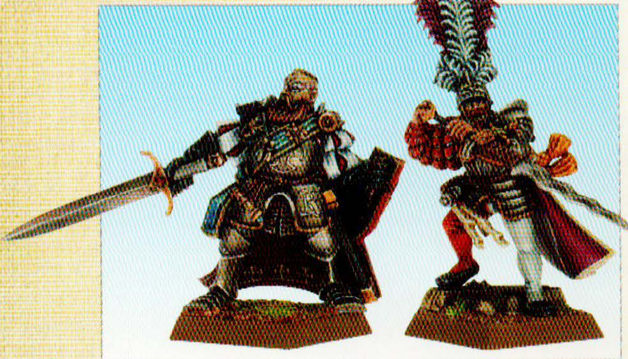
COLOURS OF THE EMPIRE

The Empire is a diverse nation, a fact clearly reflected in the uniforms of its soldiery. Each province and city-state has its own distinct colours, iconographies and panoplies of war. So, when the armies of the Empire muster, they are a riot of colour, magnificent in scope and intent on bringing victory to the realm of Man.

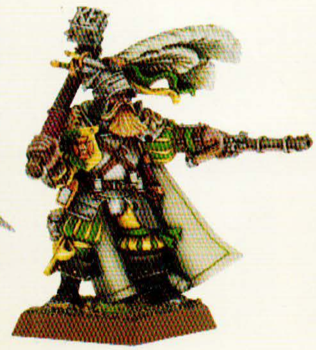
A well-painted army arrayed for battle on the tabletop is an inspirational sight for any Warhammer hobbyist. Those looking to recruit their own force of Empire soldiers, or add to their existing collection, have a wide range of models to choose from and countless thousands of ways to paint, theme and forge them into an army. This section presents a showcase of some of the fantastic Citadel miniatures available to the Empire. It is a glorious guide that will inspire collectors, painters and wargamers alike.



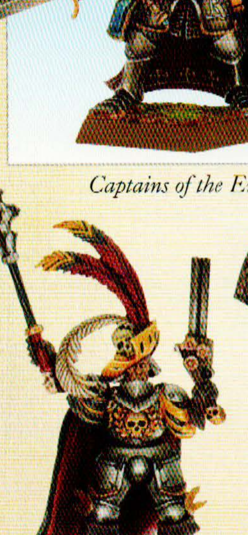
Karl Franz, the Emperor, on Deathclaw



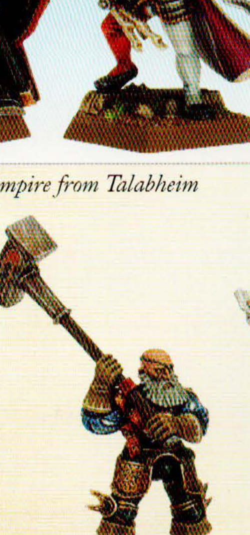
Captains of the Empire from Talabheim



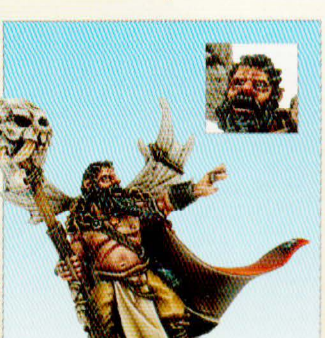
Stirland Captain



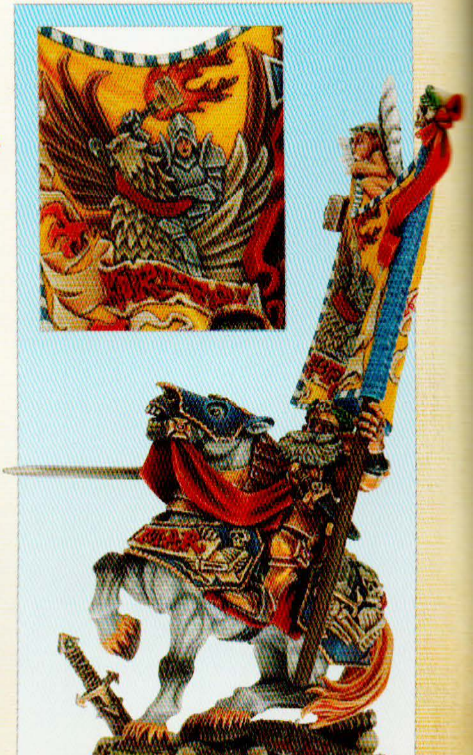
Captain of Averland



Captain of Middenheim



Amber Wizard



Ludwig Schwarzhelm,
the Emperor's Champion

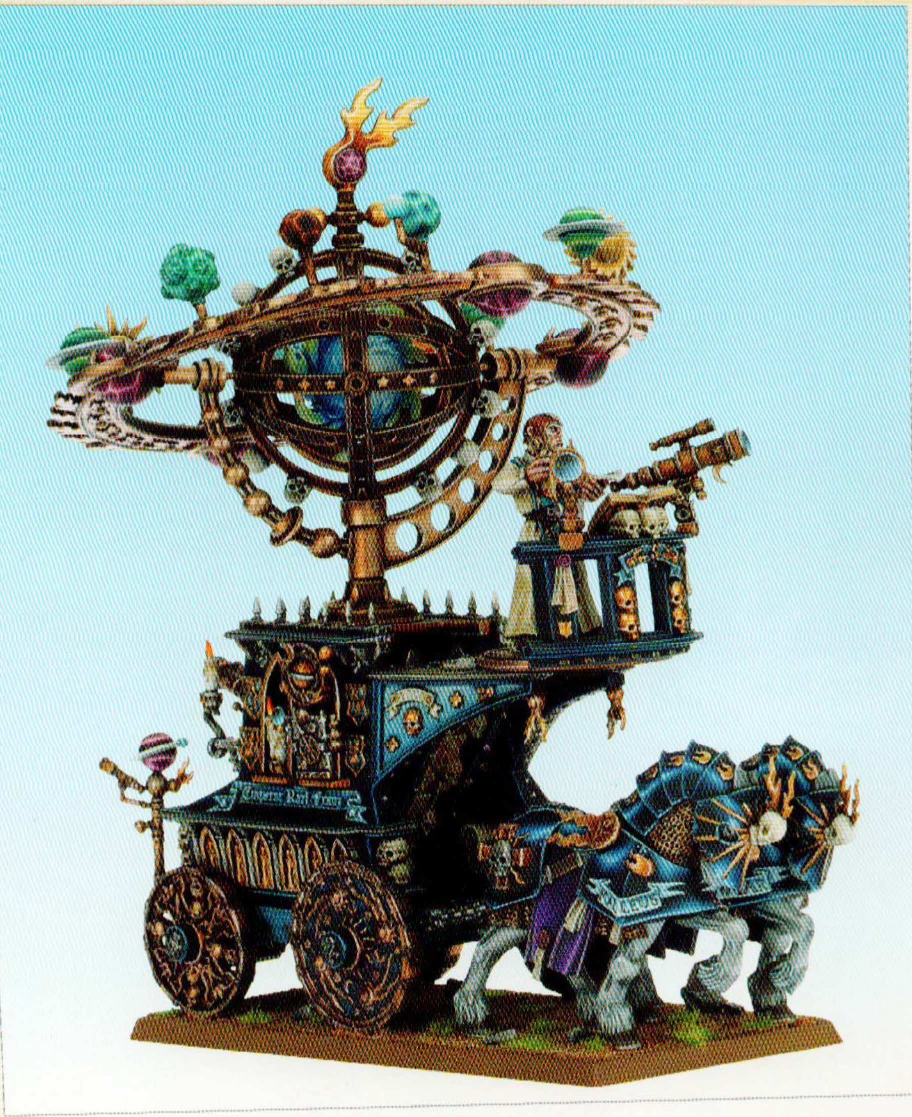
Amethyst Wizard

Converted Grey Wizard

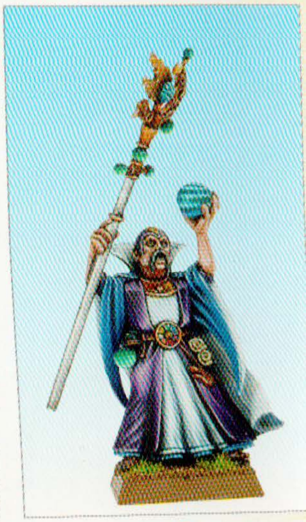
Empire Battle Standard Bearers

Talabheim
Talabheim

General of the Empire on Imperial Griffon


Emperor Karl Franz

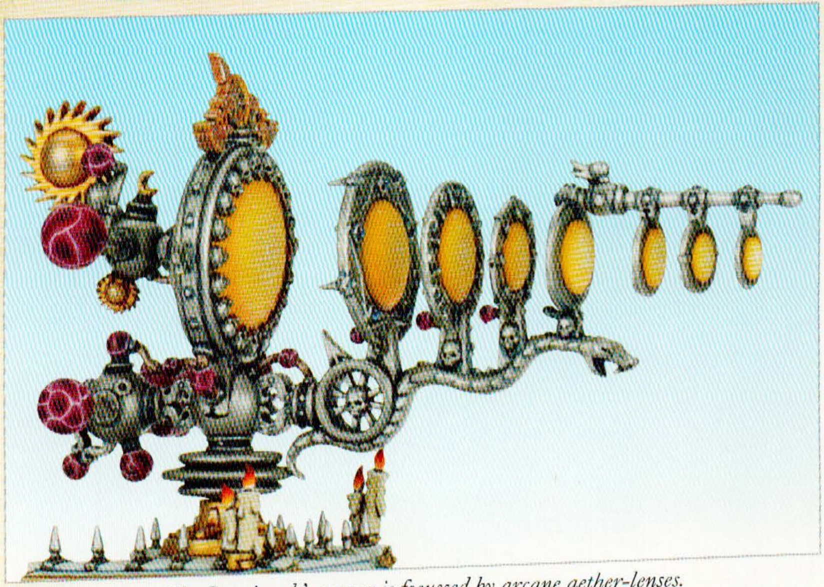
Celestial Hurricanum



Celestial Wizard

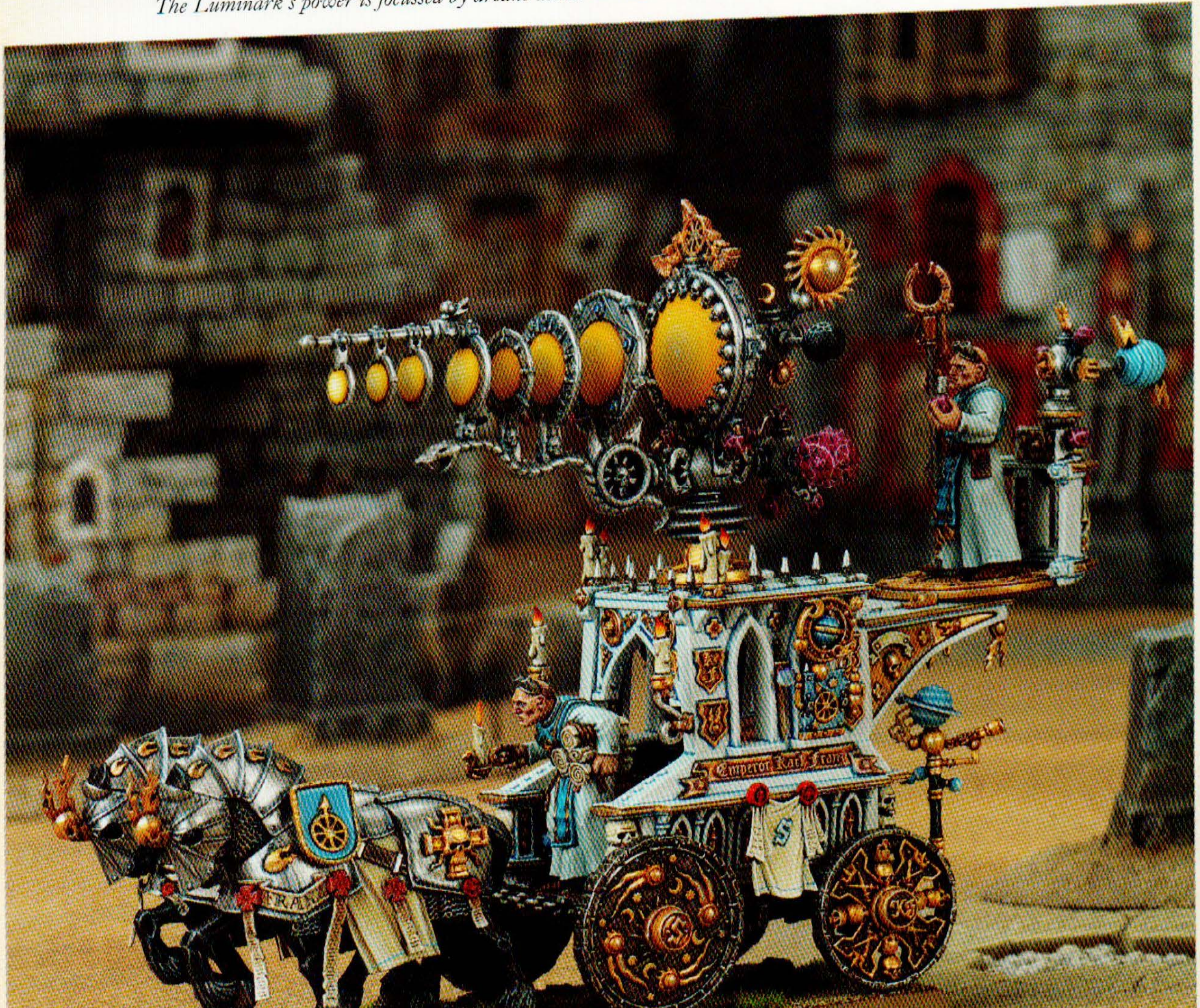
Acolyte of the Celestial Order

Emperor Karl Franz



The Luminark's power is focussed by arcane aether-lenses.

Light Wizard


Emperor Karl Franz

A Luminark of Hysh scours the enemies of the Empire with magical light.

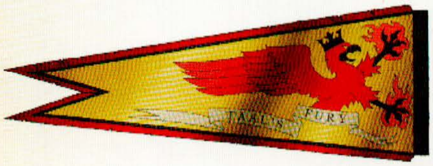
Converted Jade Wizard

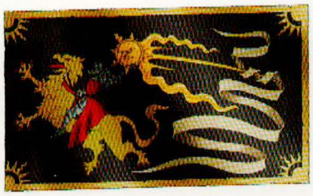
Bright Wizard

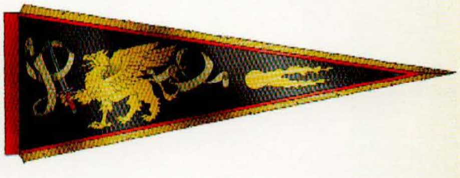
Balthasar Gelt, the Supreme Patriarch

An Amber Wizard on two-headed Imperial Griffon prepares to confront trespassers.

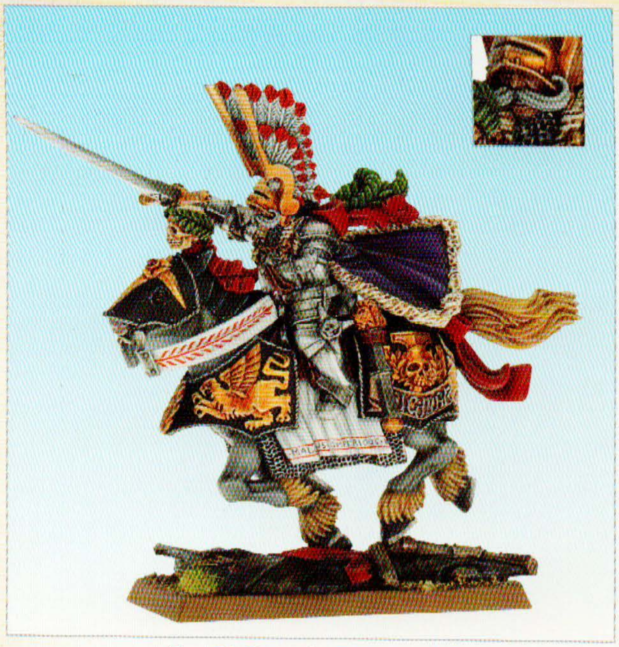
Mounted on ferocious Demigryphs, the Knights Griffon patrol the outskirts of Nuln.

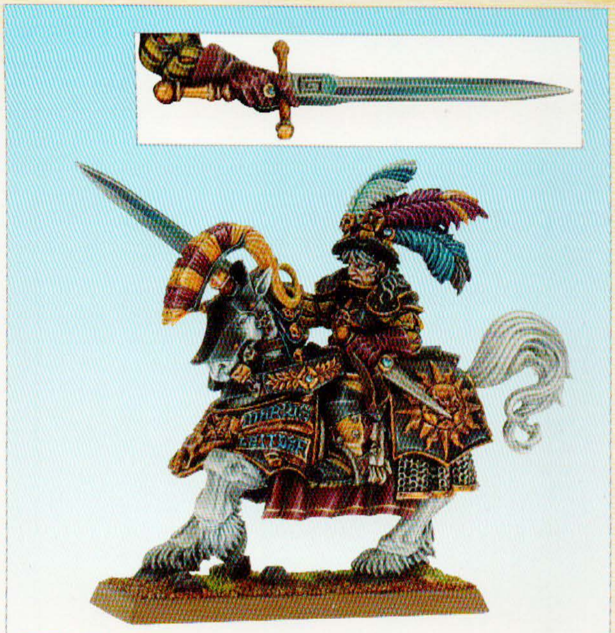


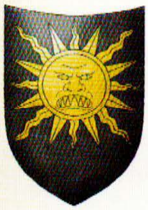
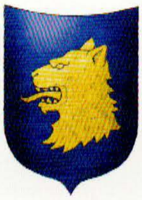
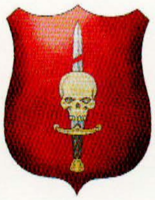
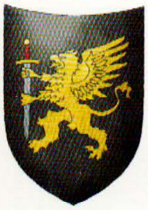
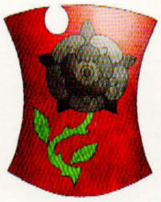
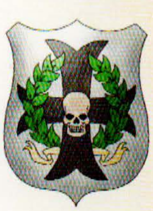


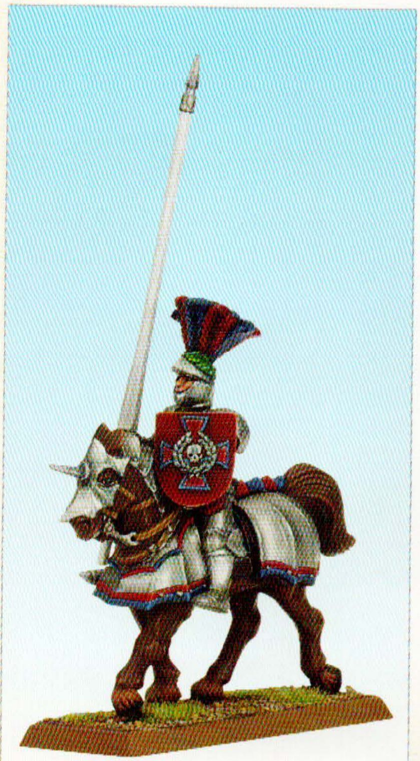


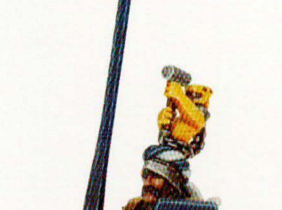
Demigryph Knights armed with halberds.

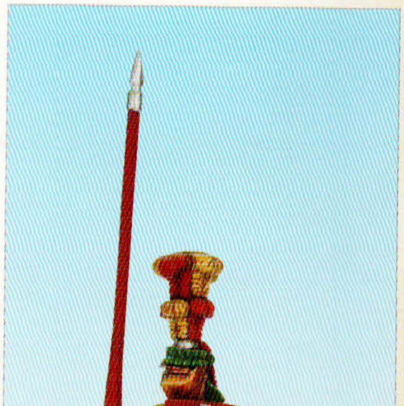

Kurt Helborg, the Reiksmarshal


Marius Leitdorf, the Mad Count of Averland

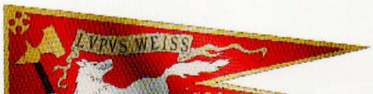

Knight of the Broken Sword


Knight Panther


Knight of Sigmar's Blood

The Reiksguard lead the charge against the Emperor's foes.

Reiksguard Knight



Knight of the White Wolf

Knight of the Blazing Sun

The backbone of the Empire's armies are its regiments of State Troops.

Altdorf Spearmen

Stirland Archer

Altdorf Archer

Wissenland Archer

Nordland Archer

Talabecland Marksman

Hochland Handgunner

Nuln Handgunner

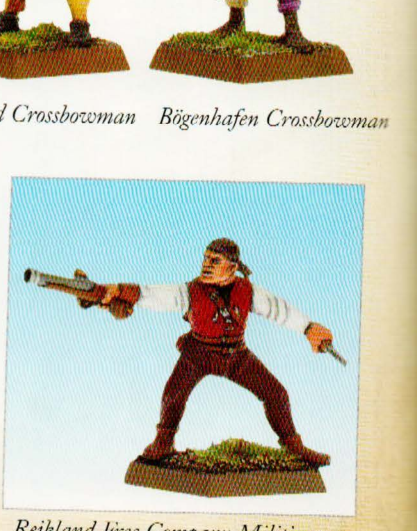
This Duellist can be used as a Marksman.

Stirland Crossbowman

Bögenhafen Crossbowman

Free Company Militia from Talabecland

Free Company Militia from Middenland



Reikland Free Company Militiaman

STIRLAND
STIRLAND

The uniforms of Empire State Troops proudly bear the colours of their province or state.

Stirland Swordsmen

Stir River Patrol Swordsman

Ostland Swordsman

Middenheim Halberdier

Nordland Halberdier

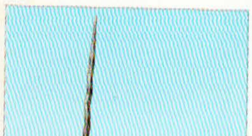
TALABHEIM
TALAB

A regiment of Talabheim Swordsmen

Nordland Duellist

Talabheim Swordsman

Banner held high, a regiment of Greatswords prepare to charge the foe.



Stirland Greatsword

Hochland Greatsword

Averland Greatsword

Ostland Greatsword

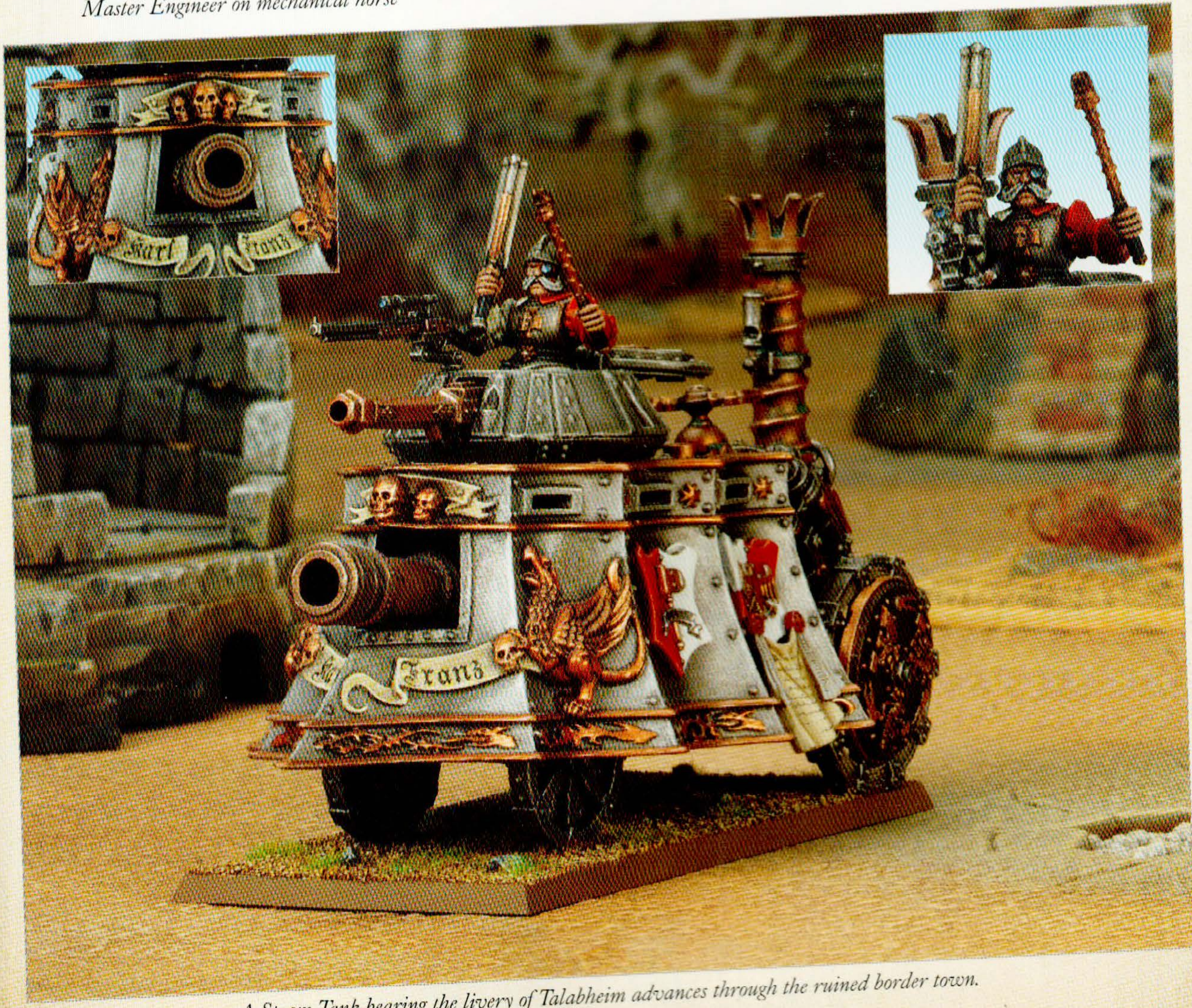
Altdorf Greatsword

Huntsmen are expert trackers and scouts.

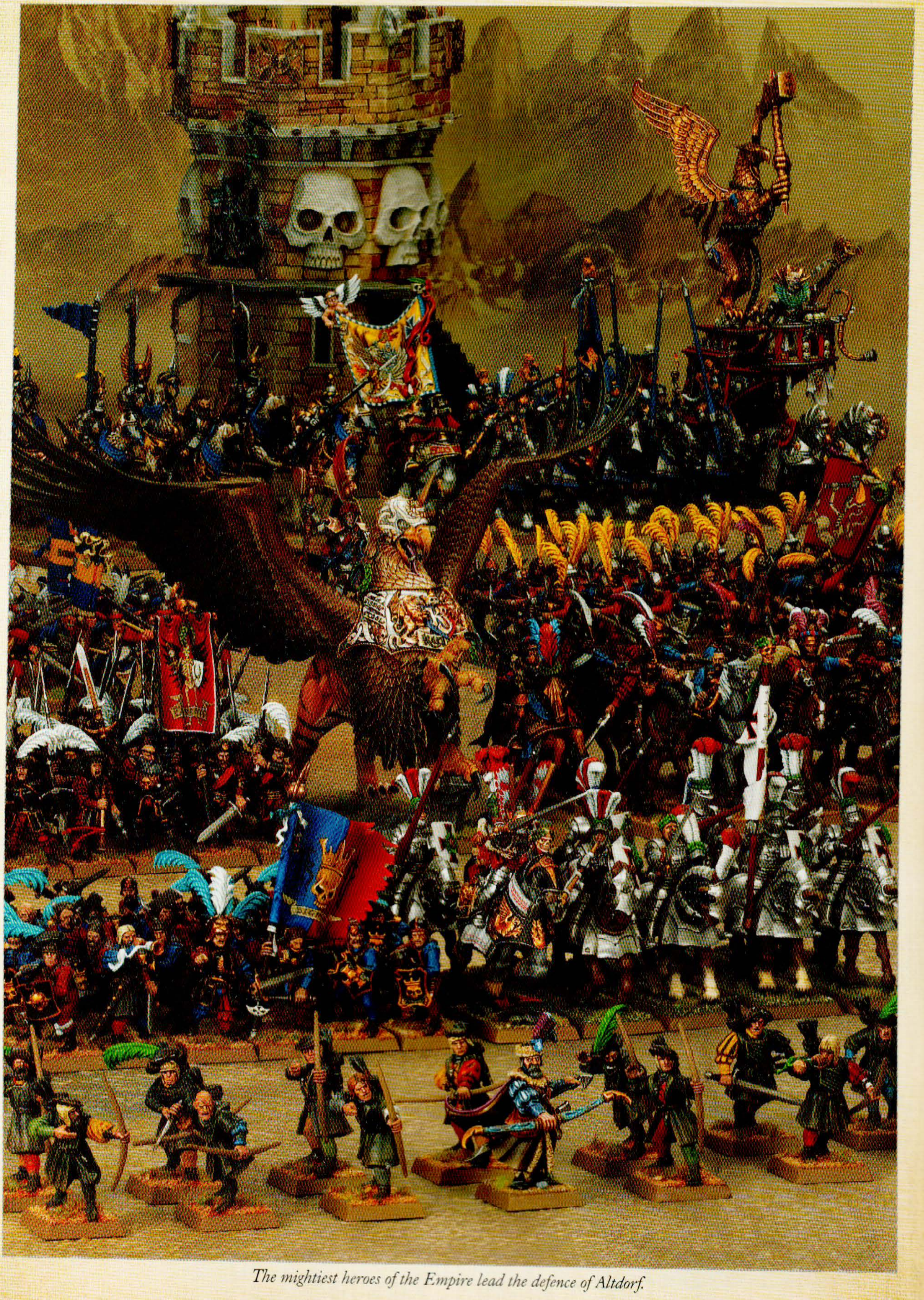
Markus Wulfhart,
the Huntsmarshal

Master Engineer on mechanical horse

Master Engineers


Karl Franz
Franz

A Steam Tank bearing the livery of Talabheim advances through the ruined border town.



The mightiest heroes of the Empire lead the defence of Altdorf.

Empire Pistoliers

Empire Outriders

Outrider with grenade launching blunderbuss

A Helblaster Volley Gun, Mortar, Great Cannon and Helstorm Rocket Battery blast the foes from afar.

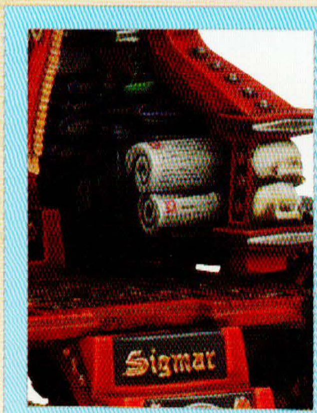
Luther Huss, Prophet of Sigmar

Warrior Priests

Witch Hunter

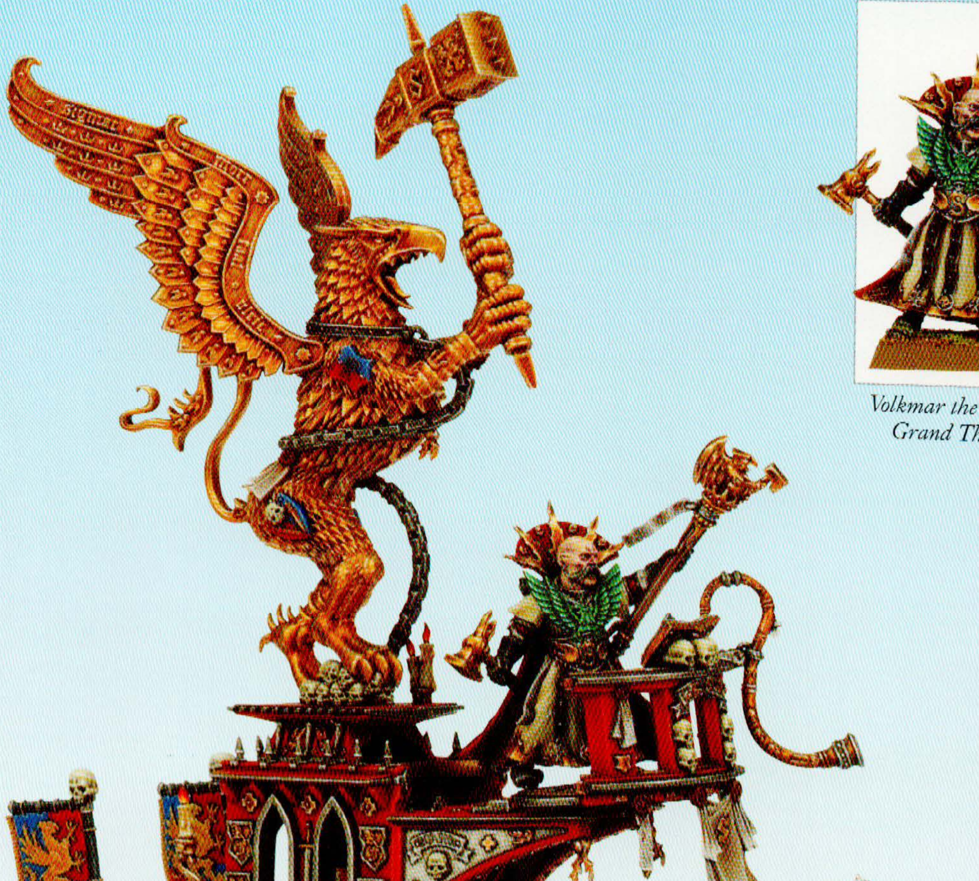
Flagellants are lunatic doomsayers who fight with zealous fury.

A regiment of Flagellants



Arch-lector

Volkmar the Grim, the Grand Theogonist


Emperor Karl Franz

The War Altar of Sigmar

THE EMPIRE ORDER OF BATTLE

The armies of the Empire form the bastion that keeps the Emperor's enemies from overrunning the civilized realms of the Old World. As a commander of an Empire army, it is by your courage and leadership that the soldiers of the Empire will hold the line and face the horrors that assail them.

This section of the book helps you to turn your collection of Empire Citadel miniatures into an army of the Emperor's soldiers, ready for a tabletop battle. At the back of this section, you will also find a summary page, which lists every unit's characteristics profile, for quick and easy reference during your games or Warhammer.

USING THE ARMY LIST

The army list is used alongside the 'Choosing an Army' section of the *Warhammer* rulebook to pick a force ready for battle. Over the following pages, you will find an entry for each of the models available to an Empire army. These entries give you all of the gaming information that you need to shape your collection of models into the units that will form your army. Amongst other things, they will tell you what your models are equipped with, what options are available to them, and how many points they cost.

UNIT CATEGORIES

As described in the *Warhammer* rulebook, the units in the army list are organised into five categories: Lords, Heroes, Core, Special and Rare units.

ARMY LIST ENTRIES

Each army list entry contains all the information you will need to choose and field that unit at a glance, using the following format:

HALBERDIERS ①

④ 6 points per model

Profile	② **M**	**WS**	**BS**	**S**	**T**	**W**	**I**	**A**	**Ld**	③ **Troop Type**
Empire Soldier	4	3	3	3	3	1	3	1	7	Infantry
Sergeant	4	3	3	3	3	1	3	2	7	Infantry

⑤ **Unit Size:** 10+

⑥ **Equipment:**
- Halberd
- Light armour

⑦ **Special Rules:**
- Detachment
- Regimental Unit

⑧ **Options:**

May upgrade one Empire Soldier to a Sergeant	*10 points*
May upgrade one Empire Soldier to a musician	*10 points*
May upgrade one Empire Soldier to a standard bearer	*10 points*
The entire unite may take shields	*1 point per model*

⑨ **Detachments:**
- May take up to two Detachments (see page 30).

① **Name.** *The name by which the unit or character is identified.*

② **Profiles.** *The characteristic profiles for the model(s) in each unit are provided as a reminder. Where several profiles are required, these are also given, even if they are optional (such as unit champions).*

③ **Troop Type.** *Each entry specifies the unit type of its models (for example, 'infantry', 'cavalry' and so on).*

④ **Points Value.** *Every miniature in the Empire army costs an amount of points that reflects how effective it is on the battlefield. For example, a Halberdier costs 6 points, while the Emperor, Karl Franz, costs a mighty 340 points.*

⑤ **Unit Size.** *This specifies the minimum size for each unit, which is the smallest number of models needed to form the unit.*

⑥ **Equipment.** *This is a list of the standard weapons and armour for the unit. The cost of these items of equipment is included in the basic points value.*

⑦ **Special Rules.** *Many models have special rules that are either fully described earlier in this book or in the* Warhammer *rulebook. The names of these special rules are listed in the army list entries as a reminder.*

⑧ **Options.** *A list of optional weapons and armour, mounts, and other upgrades for units or characters, including the points cost for each particular option. Many unit entries include the option to upgrade a unit member to a champion, standard bearer or musician. Some units may carry a magic standard or take magic items at a further points cost.*

⑨ **Detachments.** *Some units in an Empire army can purchase a number of support units that have the Detachments special rule (see page 30 for full details). A Detachment's unit size can range from a minimum of five models to a maximum of half the number of models in the Regimental unit. Detachments can purchase any equipment upgrades listed in their army list entry, but they may not include a standard bearer, musician or unit champion. The cost of a Detachment and any upgrades it has taken counts towards the points total of the same unit category as the Regimental unit they are purchased with.*

The Empire soldier on the left is armed with a halberd and light armour. As you can see from the profile above, he will cost 6 points to include in your army. A unit of ten warriors armed like this would therefore cost 60 points.

The soldier on the left is armed with a spear and light armour; he costs 5 points. The warrior on the right is a Sergeant. To upgrade a unit of Spearmen to include this champion will cost an additional 10 points.

LORDS

KARL FRANZ, THE EMPEROR

340 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Karl Franz	4	6	5	4	4	3	6	4	10	Infantry (Special Character)
Deathclaw	6	6	0	6	5	5	4	5	8	Monster

Equipment:
- Full plate armour

Magic Items:
- The Reikland Runefang
- The Silver Seal

Special Rules (Karl Franz):
- Hold the Line!
- Immune to Psychology
- Leader of Men

Special Rules (Deathclaw):
- Bloodroar
- Fly
- Large Target
- Loyal Beast
- Terror

Options:

• May replace the Reikland Runefang with Ghal Maraz	*30 points*
• May be mounted on one of the following:	
– Deathclaw (Imperial Griffon)	*215 points*
– The Imperial Dragon	*300 points*
– Imperial Pegasus	*45 points*
• May be upgraded to have Iron-hard Hooves	*5 points*
• May be upgraded to be Swift as the Wind	*10 points*
– Warhorse	*18 points*
• May have barding	*6 points*

KURT HELBORG, REIKSMARSHAL OF THE EMPIRE

320 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Kurt Helborg	4	7	6	4	4	3	6	4	9	Cavalry (Special Character)
Krieglust (Warhorse)	8	3	0	3	3	1	3	1	5	-

Equipment:
- Full plate armour

Magic Items:
- Laurels of Victory
- The Solland Runefang

Mount:
- Krieglust (barded warhorse)

Special Rules:
- The Emperor's Chosen
- Immune to Psychology
- Stubborn

BALTHASAR GELT, THE SUPREME PATRIARCH

360 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Balthasar Gelt	4	3	3	3	4	3	3	1	8	Monstrous Cavalry (Special Character)
Imperial Pegasus	8	3	0	4	4	3	4	2	6	-

Equipment:
- Hand weapon

Magic Items:
- Amulet of Sea Gold
- Cloak of Molten Metal
- Staff of Volans

Mount:
- Imperial Pegasus

Special Rules (Gelt):
- Loremaster (Lore of Metal)

Special Rules (Pegasus):
- Fly

Magic:

Balthasar Gelt is a Level 4 Wizard who uses spells from the Lore of Metal.

Options:

• Balthasar Gelt's Pegasus may be upgraded to have:	
– Iron-hard Hooves	*5 points*
– Swift as the Wind	*10 points*

VOLKMAR THE GRIM, THE GRAND THEOGONIST

190 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Volkmar the Grim	4	5	4	4	4	3	4	2	9	Infantry (Special Character)

Equipment:
- Light armour

Magic Items:
- Jade Griffon
- Staff of Command

Special Rules:
- Battle Prayers
- Divine Power
- Grand Theogonist
- Righteous Fury

Options:

• May be mounted on the War Altar of Sigmar*	*150 points*

**Your army can only contain one War Altar of Sigmar. See page 87 for profile and options.*

LORDS

MARIUS LEITDORF

220 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Marius Leitdorf	4	6	5	4	4	3	5	3	9	Cavalry (Special Character; General of the Empire)
Daisy (warhorse)	8	3	0	3	3	1	3	1	5	-

Equipment:
- Hand weapon
- Full plate armour

Magic Items:
- The Averland Runefang

Mount:
- Daisy (barded warhorse)

Special Rules:
- Hold the Line!
- The Mad Count

GENERAL OF THE EMPIRE

95 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
General of the Empire	4	5	5	4	4	3	5	3	9	Infantry (Character)

Equipment:
- Hand weapon
- Light armour

Special Rules:
- Hold the Line!

Options:
- May be armed with one of the following:
  - – Additional hand weapon (unless mounted) .... *3 points*
  - – Great weapon .... *6 points*
  - – Lance (mounted only) .... *7 points*
  - – Handgun .... *6 points*
  - – Longbow .... *5 points*
  - – Pistol .... *5 points*
- May replace light armour with one of the following:
  - – Full plate armour .... *9 points*
  - – Heavy armour .... *4 points*
- May take a shield .... *3 points*
- May be mounted on one of the following:
  - – Imperial Griffon .... *170 points*
    - May be upgraded to have Bloodroar .... *25 points*
    - May be upgraded to have Two Heads .... *30 points*
  - – Imperial Pegasus .... *45 points*
    - May be upgraded to have Iron-hard Hooves .... *5 points*
    - May be upgraded to be Swift as the Wind .... *10 points*
  - – Warhorse .... *18 points*
    - May be upgraded to have barding .... *6 points*
- May take magic items worth up to .... *100 points*

BATTLE WIZARD LORD

165 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Battle Wizard Lord	4	3	3	3	4	3	3	1	8	Infantry (Character)

Equipment:
- Hand weapon

Magic:
A Battle Wizard Lord is a Level 3 Wizard who uses spells from one of the eight Battle Magic lores in the *Warhammer* rulebook.

Options:
- May be upgraded to a Level 4 Wizard .... *35 points*
- May be mounted on one of the following:
  - – Imperial Pegasus .... *45 points*
    - May be upgraded to have Iron-hard Hooves .... *5 points*
    - May be upgraded to be Swift as the Wind .... *10 points*
  - – Warhorse .... *18 points*
    - May be upgraded to have barding .... *6 points*
- If a Battle Wizard Lord chooses spells from the Lore of Heavens, he may be mounted on a Celestial Hurricanum* (replacing one acolyte) .... *125 points*
- If a Battle Wizard Lord chooses spells from the Lore of Light, he may be mounted on a Luminark of Hysh* (replacing one acolyte) .... *120 points*
- If a Battle Wizard Lord chooses spells from the Lore of Beasts, he may be mounted on an Imperial Griffon .... *170 points*
  - – May be upgraded to have Bloodroar .... *25 points*
  - – May be upgraded to have Two Heads .... *30 points*
- May take magic items worth up to .... *100 points*

** See page 94 for profile. the Battle Wizard Lord replaces one of the Acolytes.*

LORDS

ARCH LECTOR

100 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Arch Lector	4	4	4	4	4	3	4	2	9	Infantry (Character)

Equipment:
- Hand weapon
- Light armour

Special Rules:
- Battle Prayers
- Divine Power
- Righteous Fury

Options:
- May be armed with one of the following:
  - Additional hand weapon .... *2 points*
  - Great weapon .... *5 points*
- May replace light armour with heavy armour .... *4 points*
- May take a shield .... *4 points*
- May be mounted on one of the following:
  - The War Altar of Sigmar* .... *150 points*
  - Warhorse .... *18 points*
    - May be upgraded to have barding .... *6 points*
- May take magic items worth up to .... *100 points*

* *Your army can only contain one War Altar of Sigmar. See below for profile and options.*

GRAND MASTER

155 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Grand Master	4	6	6	4	4	3	6	4	9	Cavalry (Character)
Warhorse	8	3	0	3	3	1	3	1	5	-

Equipment:
- Hand weapon
- Full plate armour

Mount:
- Barded warhorse

Special Rules:
- Immune to Psychology
- Master of Battle

Options:
- May be armed with one of the following:
  - Great weapon .... *6 points*
  - Lance .... *7 points*
- May take a shield .... *4 points*
- May take magic items worth up to a total of .... *100 points*

MOUNTS

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Imperial Griffon	6	5	0	6	5	5	4	4	7	Monster
Imperial Pegasus	8	3	0	4	4	3	4	2	6	Monstrous Beast
The Imperial Dragon	6	6	0	6	6	6	3	5	8	Monster
Mechanical Steed	7	1	0	4	4	1	1	1	2	War Beast
Warhorse	3	0	3	3	3	1	3	1	5	War Beast

Special Rules:
- *Imperial Griffon:* Fly, Large Target, Terror.
- *Imperial Pegasus:* Fly.
- *The Imperial Dragon:* Fly, Fiery Breath, Large Target, Scaly Skin (3+), Terror.
- *Mechanical Steed:* Impact Hits (D3), Unreliable.

THE WAR ALTAR OF SIGMAR

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
The War Altar of Sigmar	-	-	-	5	5	5	-	-	-	Chariot (Armour Save 5+)
Warhorse	8	3	-	3	-	-	3	1	5	-

Magic Items:
- The Golden Griffon

Drawn by: 2 warhorses

Special Rules:
- Holy Fervour
- Large Target
- The Power of Sigmar
- Stubborn
- Ward Save (4+)

Options:
- The War Altar of Sigmar may be upgraded to have the Horn of Sigismund .... *10 points*

HEROES

LUDWIG SCHWARZHELM, THE EMPEROR'S CHAMPION

185 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Ludwig Schwarzhelm	4	6	5	4	4	2	5	3	8	Cavalry (Special Character)
Warhorse	8	3	0	3	3	1	3	1	5	-

Equipment:
- Full plate armour

Magic Items:
- Sword of Justice
- The Emperor's Standard

Mount:
- Barded warhorse

Special Rules:
- The Emperor's Bodyguard
- The Emperor's Herald*

** If you include Schwarzhelm in your army, he must be your Battle Standard Bearer, and cannot be your army general..*

LUTHOR HUSS, PROPHET OF SIGMAR

155 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Luthor Huss	4	5	4	4	4	2	4	2	8	Cavalry (Special Character)
Warhorse	8	3	0	3	3	1	3	1	5	-

Equipment:
- Massive warhammer (great weapon)
- Heavy armour

Mount:
- Barded warhorse

Special Rules:
- Battle Prayers
- Chosen of Sigmar
- Divine Power
- Fiery Demagogue
- Righteous Fury

MARKUS WULFHART, HUNTSMARSHAL OF THE EMPIRE

140 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Markus Wulfhart	4	5	5	4	4	2	5	3	8	Infantry (Special Character)

Equipment:
- Hand weapon

Magic Items:
- The Amber Bow

Special Rules:
- Hatred (Monsters)
- Immune to Psychology
- Monster Hunter
- Scouts
- Wulfhart's Hunters

Options:
- You may upgrade one unit of Huntsmen in your army to be Wulfhart's Hunters, granting them the Monster Hunter and Immune to Psychology special rules (see page 58). . . . . *3 points per model*

CAPTAIN OF THE EMPIRE

60 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Captain of the Empire	4	5	5	4	4	2	5	3	8	Infantry (Character)

Equipment:
- Hand weapon
- Light armour

Special Rules:
- Hold the Line!

BATTLE STANDARD BEARER

- Unless your army contains Ludwig Schwarzhelm, one Captain of the Empire may be the Battle Standard Bearer for +25 points.
- The Battle Standard Bearer may carry a Magic Standard (with no points limit). A model that carries a Magic Standard cannot have any other magic items.

Options:
- May be armed with one of the following:
  - – Additional hand weapon (unless mounted) . . . . *3 points*
  - – Great weapon . . . . *6 points*
  - – Lance (mounted only) . . . . *7 points*
  - – Handgun . . . . *6 points*
  - – Longbow . . . . *5 points*
  - – Pistol . . . . *5 points*
- May replace light armour with one of the following:
  - – Full plate armour . . . . *6 points*
  - – Heavy armour . . . . *2 points*
- May take a shield . . . . *2 points*
- May be mounted on one of the following:
  - – Imperial Pegasus . . . . *45 points*
    - May be upgraded to have Iron-hard Hooves . . . . *5 points*
    - May be upgraded to be Swift as the Wind . . . . *10 points*
  - – Warhorse . . . . *12 points*
    - If a warhorse is taken, it may be upgraded to have barding . . . . *4 points*
- May take magic items worth up to . . . . *50 points*

HEROES

BATTLE WIZARD

65 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Battle Wizard	4	3	3	3	3	2	3	1	7	Infantry (Character)

Equipment:
- Hand weapon

Magic:

A Battle Wizard is a Level 1 Wizard who uses spells from one of the eight Battle Magic lores in the *Warhammer* rulebook.

Options:
- May be upgraded to a Level 2 Wizard . . . . *35 points*
- May be mounted on a warhorse. . . . . *12 points*
  - May be upgraded to have barding. . . . . . . *4 points*
- May take magic items worth up to . . . . *50 points*

WARRIOR PRIEST

65 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Warrior Priest	4	4	4	4	4	2	4	2	8	Infantry (Character)

Equipment:
- Hand weapon
- Light armour

Special Rules:
- Battle Prayers
- Divine Power
- Righteous Fury

Options:
- May be armed with one of the following:
  - Additional hand weapon (on foot only) . . . . *2 points*
  - Great weapon . . . . *5 points*
- May replace light armour with heavy armour . . . . *2 points*
- May take a shield . . . . *2 points*
- May be mounted on a warhorse. . . . . *12 points*
  - May be upgraded to have barding. . . . . *4 points*
- May take magic items worth up to . . . . *50 points*

MASTER ENGINEER

65 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Master Engineer	4	3	4	3	3	2	3	1	7	Infantry (Character)

Equipment:
- Hand weapon

Special Rules:
- Master of Ballistics
- 'Stand back, Sir!'

Options:
- May be armed with one of the following:
  - Grenade launching blunderbuss . . . . *10 points*
  - Hochland long rifle . . . . *20 points*
  - Pigeon bombs. . . . . *20 points*
  - Repeater handgun . . . . *10 points*
  - Repeater pistol . . . . *10 points*
- May take light armour. . . . . *1 point*
- May be mounted on one of the following:
  - Mechanical Steed. . . . . *25 points*
  - Warhorse . . . . *12 points*
    - May be upgraded to have barding. . . . . *2 points*
- May take magic items worth up to . . . . *50 points*

WITCH HUNTER

50 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Witch Hunter	4	4	4	4	4	2	4	2	8	Infantry (Character)

Equipment:
- Hand weapon
- Pistol
- Light armour

Special Rules:
- Accusation
- Grim Resolve
- Magic Resistance (2)
- Tools of Judgement

Options:
- May exchange pistol for a brace of pistols . . . . *5 points*
- May be armed with a great weapon . . . . *5 points*
- May take magic items worth up to . . . . *50 points*

CORE UNITS

HALBERDIERS

6 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Empire Soldier	4	3	3	3	3	1	3	1	7	Infantry
Sergeant	4	3	3	3	3	1	3	2	7	Infantry

Unit Size: 10+

Equipment:
- Halberd
- Light armour

Special Rules:
- Detachment
- Regimental Unit

Options:
- May upgrade one Empire Soldier to a Sergeant .... *10 points*
- May upgrade one Empire Soldier to a musician .... *10 points*
- May upgrade one Empire Soldier to a standard bearer. .... *10 points*
- The entire unite may take shields. .... *1 point per model*

Detachments:
- May take up to two Detachments (see page 30).

SPEARMEN

5 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Empire Soldier	4	3	3	3	3	1	3	1	7	Infantry
Sergeant	4	3	3	3	3	1	3	2	7	Infantry

Unit Size: 10+

Equipment:
- Spear
- Light armour

Special Rules:
- Detachment
- Regimental Unit

Options:
- May upgrade one Empire Soldier to a Sergeant .... *10 points*
- May upgrade one Empire Soldier to a musician .... *10 points*
- May upgrade one Empire Soldier to a standard bearer. .... *10 points*
- The entire unit may take shields .... *1 point per model*

Detachments:
- May take up to two Detachments (see page 30).

SWORDSMEN

7 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Empire Swordsman	4	4	3	3	3	1	3	1	7	Infantry
Duellist	4	4	3	3	3	1	3	2	7	Infantry

Unit Size: 10+

Equipment:
- Sword (hand weapon)
- Light armour
- Shield

Special Rules:
- Detachment
- Regimental Unit

Options:
- May upgrade one Empire Swordsman to a Duellist .... *10 points*
- May upgrade one Empire Swordsman to a musician .... *10 points*
- May upgrade one Empire Swordsman to a standard bearer .... *10 points*

Detachments:
- May take up to two Detachments (see page 30).

CROSSBOWMEN

9 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Empire Soldier	4	3	3	3	3	1	3	1	7	Infantry
Marksman	4	3	4	3	3	1	3	1	7	Infantry

Unit Size: 10+

Equipment:
- Hand weapon
- Crossbow

- **Special Rules:**
- Detachment
- Regimental Unit

Options:
- May upgrade one Empire Soldier to a Marksman .... *10 points*
- May upgrade one Empire Soldier to a musician .... *10 points*
- May upgrade one Empire Soldier to a standard bearer. .... *10 points*

Detachments:
- May take up to two Detachments (see page 30).

CORE UNITS

HANDGUNNERS

9 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Empire Soldier	4	3	3	3	3	1	3	1	7	Infantry
Marksman	4	3	4	3	3	1	3	1	7	Infantry

Unit Size: 10+

Equipment:
- Hand weapon
- Handgun

Special Rules:
- Detachment
- Regimental Unit

Options:
- May upgrade one Empire Soldier to a Marksman .... *10 points*
  - A Marksman may exchange his handgun for one of the following:
    - Brace of pistols .... *5 points*
    - Hochland long rifle .... *20 points*
    - Repeater handgun .... *10 points*
- May upgrade one Empire Soldier to a musician .... *10 points*
- May upgrade one Empire Soldier to a standard bearer .... *10 points*

Detachments:
- May take up to two Detachments (see page 30).

ARCHERS

7 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Empire Soldier	4	3	3	3	3	1	3	1	7	Infantry
Marksman	4	3	4	3	3	1	3	1	7	Infantry

Unit Size: 10+

Equipment:
- Hand weapon
- Bow

Special Rules:
- Detachment
- Regimental Unit
- Skirmishers

Options:
- May upgrade one Empire Soldier to a Marksman .... *10 points*
- May upgrade one Empire Soldier to a musician .... *10 points*
- May upgrade one Empire Soldier to a standard bearer .... *10 points*

Detachments:
- May take up to two Detachments (see page 30).

FREE COMPANY MILITIA

6 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Militia Fighter	4	3	3	3	3	1	3	1	7	Infantry
Militia Leader	4	3	3	3	3	1	3	2	7	Infantry

Unit Size: 10+

Equipment:
- Two hand weapons

Special Rules:
- Detachment

Options:
- May upgrade one Militia Fighter to a Militia Leader .... *10 points*
- May upgrade one Militia Fighter to a musician .... *10 points*
- May upgrade one Militia Fighter to a standard bearer .... *10 points*

KNIGHTLY ORDERS

22 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Empire Knight	4	4	3	3	3	1	3	1	8	Cavalry
Preceptor	4	4	3	3	3	1	3	2	8	Cavalry
Inner Circle Knight	4	4	3	4	3	1	3	1	8	Cavalry
Inner Circle Preceptor	4	4	3	4	3	1	3	2	8	Cavalry
Warhorse	8	3	0	3	3	1	3	1	5	-

Unit Size: 5+

Equipment:
- Hand weapon
- Lance
- Full plate armour
- Shield
- Barding

Options:
- May upgrade one Empire Knight to a Preceptor .... *10 points*
- May upgrade one Empire Knight to a musician .... *10 points*
- May upgrade one Empire Knight to a standard bearer .... *10 points*
- The entire unit may replace their lances and shields with great weapons ..... *free*
- One Knightly Orders unit in the army may be upgraded to Inner Circle Knights (a Preceptor is upgraded to an Inner Circle Preceptor) .... *3 points per model*
  - An Inner Circle Knight unit with a standard bearer may have a magic standard worth up to .... *50 points*

SPECIAL UNITS

GREATSWORDS

11 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Greatsword	4	4	3	3	3	1	3	1	8	Infantry
Count's Champion	4	4	3	3	3	1	3	2	8	Infantry

Unit Size: 10+

Equipment:
- Great weapon
- Full plate armour

Special Rules:
- Regimental Unit
- Stubborn

Options:
- May upgrade one Greatsword to a Count's Champion . . . . *10 points*
- May upgrade one Greatsword to a musician . . . . *10 points*
- May upgrade one Greatsword to a standard bearer . . . . *10 points*
  - May have a magic standard worth up to . . . . *50 points*

Detachments:
- May take up to two Detachments (see page 30).

DEMIGRYPH KNIGHTS

58 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Inner Circle Knight	4	4	3	4	3	1	3	1	8	Monstrous Cavalry
Inner Circle Preceptor	4	4	3	4	3	1	3	2	8	Monstrous Cavalry
Demigryph	8	4	0	5	4	3	4	3	7	-

Unit Size: 3+

Equipment:
- Hand weapon
- Lance
- Full plate armour
- Barding
- Shield

Special Rules:
- Armour Piercing (Demigryph only)
- Fear

Options:
- May upgrade one Inner Circle Knight to a Inner Circle Preceptor . . . . . *10 points*
- May upgrade one Inner Circle Knight to a musician . . . . *10 points*
- May upgrade one Inner Circle Knight to a standard bearer . . . . *10 points*
  - May have a magic standard worth up to . . . . *50 points*
- The entire unit may replace their lances with halberds . . . . *free*

REIKSGUARD KNIGHTS

27 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Reiksguard Knight	4	4	3	4	3	1	3	1	8	Cavalry
Reikscaptain	4	4	3	4	3	1	3	2	8	Cavalry
Warhorse	8	3	0	3	3	1	3	1	5	-

Unit Size: 5+

Equipment:
- Hand weapon
- Lance
- Full plate armour
- Shield
- Barding

Special Rules:
- Stubborn

Options:
- May upgrade one Reiksguard Knight to a Reikscaptain . . . . *10 points*
- May upgrade one Reiksguard Knight to a musician . . . . *10 points*
- May upgrade one Reiksguard Knight to a standard bearer . . . . *10 points*
  - May have a magic standard worth up to . . . . *50 points*

HUNTSMEN

8 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Huntsman	4	3	3	3	3	1	3	1	7	Infantry
Tracker	4	3	4	3	3	1	3	1	7	Infantry

Unit Size: 10+

Equipment:
- Hand weapon
- Bow

Special Rules:
- Scouts
- Skirmishers

Options:
- May upgrade one Huntsmen to a Tracker . . . . *10 points*
- May upgrade one Huntsmen to a musician . . . . *10 points*
- May upgrade one Huntsmen to a standard bearer . . . . *10 points*

SPECIAL UNITS

PISTOLIERS

18 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Pistolier	4	3	3	3	3	1	3	1	7	Cavalry
Outrider	4	3	4	3	3	1	3	1	7	Cavalry
Warhorse	8	3	0	3	3	1	3	1	5	-

Unit Size: 5+

Equipment:
- Brace of pistols
- Light armour

Special Rules:
- Fast Cavalry

Options:
- May upgrade one Pistolier to an Outrider........................*10 points*
  - An Outrider may exchange his brace of pistols for one of the following:
    - Brace of pistols including a repeater pistol ....*10 points*
    - Repeater Handgun ....*10 points*
- May upgrade one Pistolier to a musician........................*10 points*

OUTRIDERS

21 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Outrider	4	3	4	3	3	1	3	1	7	Cavalry
Sharpshooter	4	3	5	3	3	1	3	1	7	Cavalry
Warhorse	8	3	0	3	3	1	3	1	5	-

Unit Size: 5+

Equipment:
- Hand weapon
- Repeater handgun
- Light armour

Special Rules:
- Fast Cavalry

Options:
- May upgrade one Outrider to a Sharpshooter.....................*10 points*
  - A Sharpshooter may exchange his repeater handgun for one of the following:
    - Brace of pistols including a repeater pistol ....*10 points*
    - Grenade launching blunderbuss ....*10 points*
- May upgrade one Outrider to a musician ....*10 points*
- The entire unit may take barding........................*1 point per model**

**If a unit of Outriders is equipped with barding, they lose their Fast Cavalry special rule.*

GREAT CANNON

120 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Great Cannon	-	-	-	-	7	3	-	-	-	War Machine (Great Cannon)
Crewman	4	3	3	3	3	1	3	1	7	-

Unit Size: 1

Crew: 3 Crewmen

Equipment:
- Hand weapon

MORTAR

100 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Mortar	-	-	-	-	7	3	-	-	-	War Machine (Stone Thrower)
Crewman	4	3	3	3	3	1	3	1	7	-

Unit Size: 1

Crew: 3 Crewmen

Equipment:
- Hand weapon

Special Rules:
- Mortar Shells

FLAGELLANTS

12 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Flagellant	4	3	3	3	3	1	3	1	7	Infantry
Prophet of Doom	4	3	3	3	3	1	3	2	7	Infantry

Unit Size: 10+

Equipment:
- Flail

Special Rules:
- The End is Nigh!
- Frenzy
- Unbreakable

Options:
- May upgrade one Flagellant to a Prophet of Doom ....*10 points*

RARE UNITS

HELBLASTER VOLLEY GUN

120 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Helblaster Volley Gun	-	-	-	-	7	3	-	-	-	War Machine
Crewman	4	3	3	3	3	1	3	1	7	-

Unit Size: 1

Crew: 3 Crewmen

Equipment:
- Hand weapon

Special Rules:
- Volley Gun

HELSTORM ROCKET BATTERY

120 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Helstorm Rocket Battery	-	-	-	-	7	3	-	-	-	War Machine
Crewman	4	3	3	3	3	1	3	1	7	-

Unit Size: 1

Crew: 3 Crewmen

Equipment:
- Hand weapon

Special Rules:
- Helstorm Rockets

STEAM TANK

250 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Steam Tank	0/Var	-	-	6	6	10	-	-	-	Chariot (Armour Save 1+)
Engineer Commander	-	3	4	3	-	-	3	1	7	-

Unit Size: 1

Crew: 1 Engineer Commander

Equipment (Engineer Commander):
- Hand weapon
- Repeater pistol

Equipment (Steam Tank):
- Steam Cannon
- Steam Engine
- Steam Gun

Special Rules:
- Large Target
- Random Movement (variable)
- Steam Points
- Steel Behemoth
- Terror
- Unbreakable

Options:
- The Engineer Commander may take a Hochland long rifle.................. *20 points*

CELESTIAL HURRICANUM

130 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Celestial Hurricanum	-	-	-	5	5	5	-	-	-	Chariot (Armour Save 5+)
Acolyte	-	3	3	3	-	-	3	1	7	-
Warhorse	8	3	-	3	-	-	3	1	5	-

Unit Size: 1

Crew: 2 Acolytes

Drawn by: 2 warhorses

Equipment (Acolytes):
- Hand weapon

Special Rules:
- Large Target
- Locus of Azyr
- Portents of Battle
- Storm of Shemtek

LUMINARK OF HYSH

120 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Luminark of Hysh	-	-	-	5	5	5	-	-	-	Chariot (Armour Save 5+)
Acolyte	-	3	3	3	-	-	3	1	7	-
Warhorse	8	3	-	3	-	-	3	1	5	-

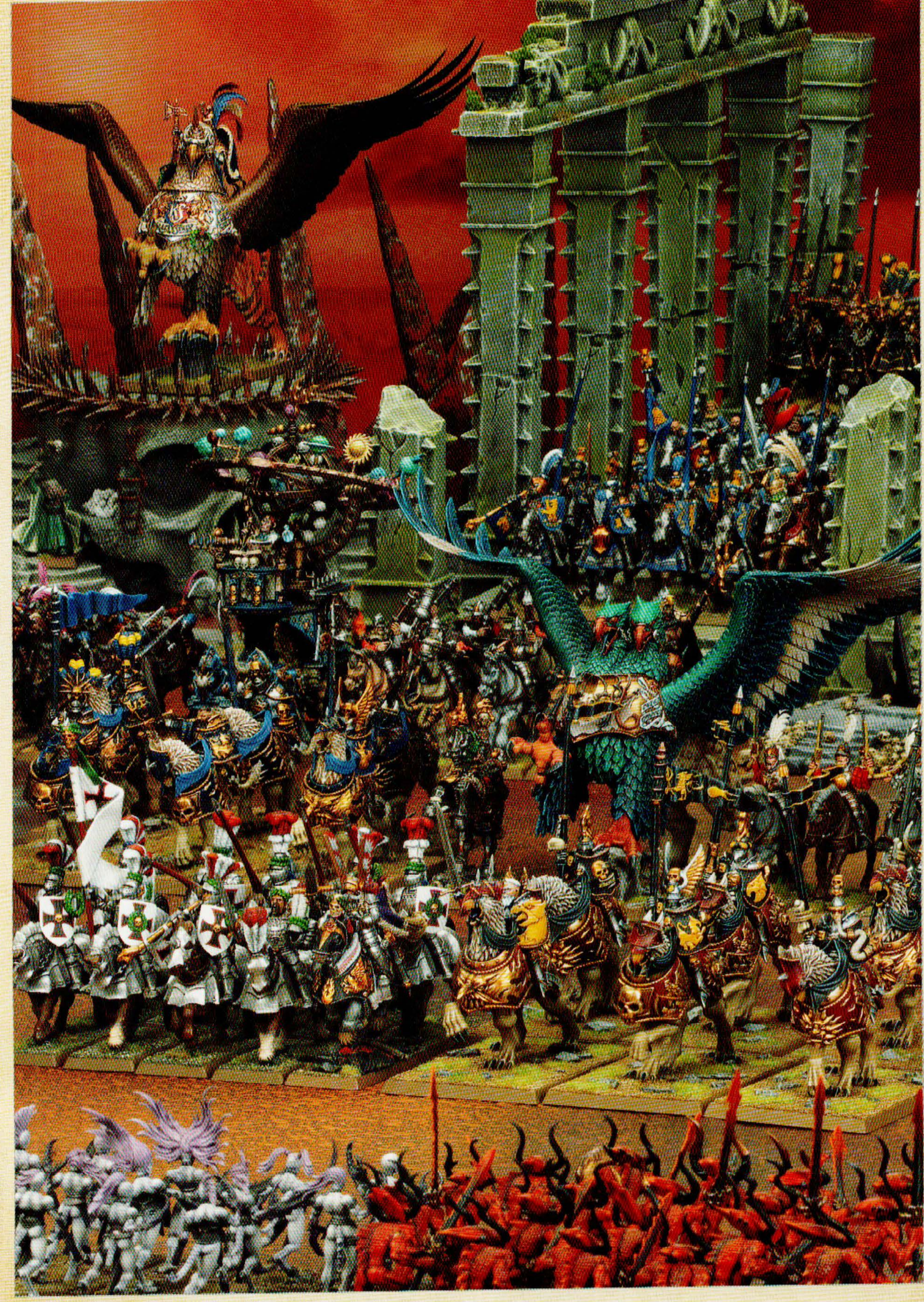
Unit Size: 1

Crew: 2 Acolytes

Drawn by: 2 warhorses

Equipment (Acolytes):
- Hand weapon

Special Rules:
- Aura of Protection
- Large Target
- Locus of Hysh
- Solheim's Bolt of Illumination



SUMMARY

LORDS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Arch Lector	4	4	4	4	4	3	4	2	9	In	36
Balthasar Gelt	4	3	3	3	4	3	3	1	8	MC(SC)	61
Battle Wizard Lord	4	3	3	3	4	3	3	1	8	In	33
General of the Empire	4	5	5	4	4	3	5	3	9	In	32
Grand Master	4	6	6	4	4	3	6	4	9	Ca	43
Karl Franz	4	6	5	4	4	3	6	4	10	In(SC)	54
- Deathclaw	6	6	0	6	5	5	4	5	8	Mo	
Kurt Helborg	4	7	6	4	4	3	6	4	9	Ca(SC)	55
- Krieglust (Warhorse)	8	3	0	3	3	1	3	1	5	-	
Marius Leitdorf	4	6	5	4	4	3	5	3	9	Ca(SC)	57
- Daisy (Warhorse)	8	3	0	3	3	1	3	1	5	-	
Volkmar the Grim	4	5	4	4	4	3	4	2	9	In(SC)	59

HEROES	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Battle Wizard	4	3	3	3	3	2	3	1	7	In	33
Captain of the Empire	4	5	5	4	4	2	5	3	8	In	32
Ludwig Schwarzhelm	4	6	5	4	4	2	5	3	8	Ca(SC)	56
Luthor Huss	4	5	4	4	4	2	4	2	8	Ca(SC)	60
Markus Wulfhart	4	5	5	4	4	2	5	3	8	In(SC)	58
Master Engineer	4	3	4	3	3	2	3	1	7	In	35
Warrior Priest	4	4	4	4	4	2	4	2	8	In	36
Witch Hunter	4	4	4	4	4	2	4	2	8	In	37

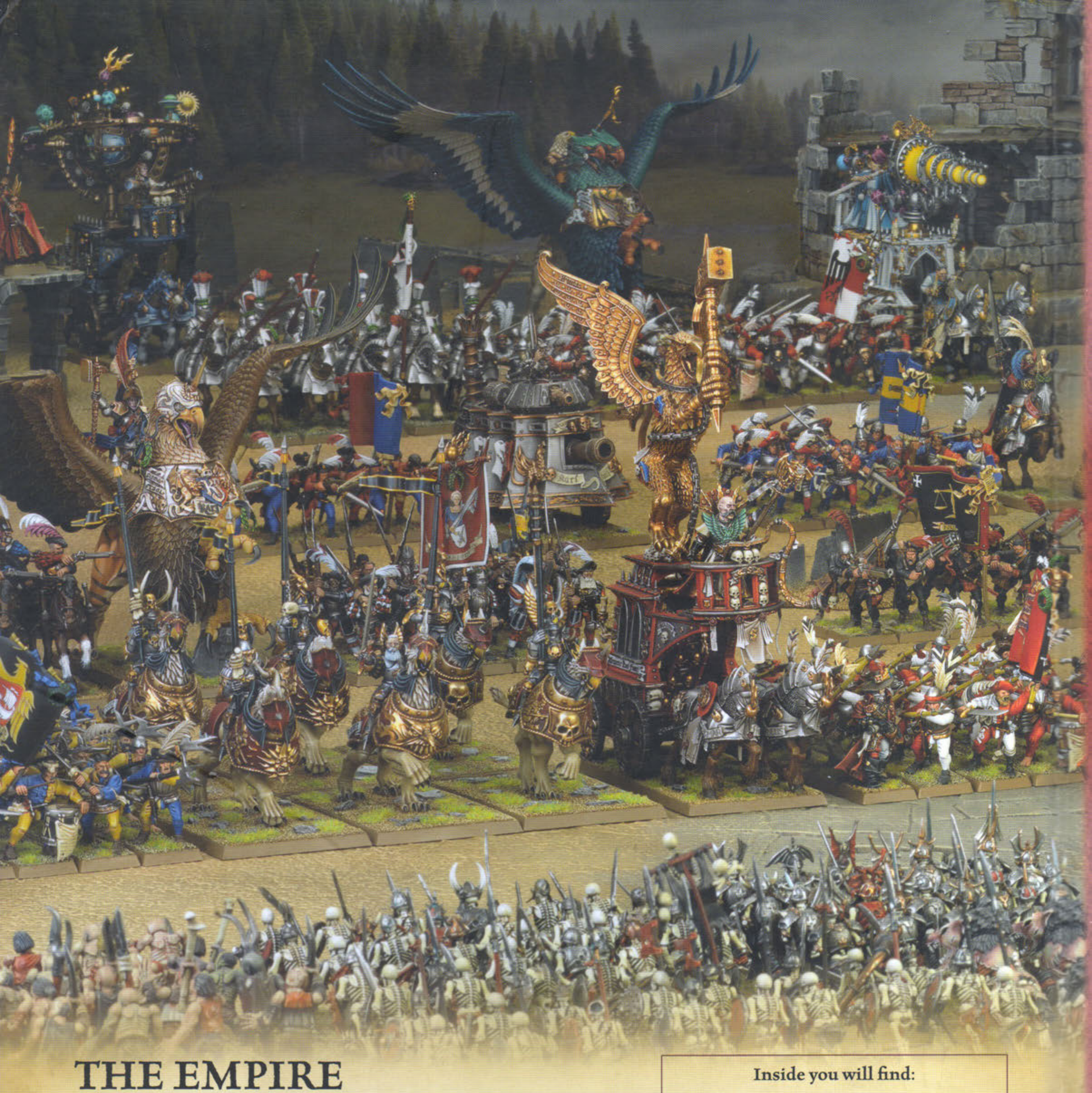
CORE UNITS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Empire Knight	4	4	3	3	3	1	3	1	8	Ca	43
- Inner Circle Knight	4	4	3	4	3	1	3	1	8	Ca	
- Inner Circle Preceptor	4	4	3	4	3	1	3	2	8	Ca	
- Preceptor	4	4	3	3	3	1	3	2	8	Ca	
- Warhorse	8	3	0	3	3	1	3	1	5	-	xx
Empire Soldier	4	3	3	3	3	1	3	1	7	In	38
- Marksman	4	3	4	3	3	1	3	1	7	In	
- Sergeant	4	3	3	3	3	1	3	2	7	In	
Empire Swordsman	4	4	3	3	3	1	3	1	7	In	38
- Duellist	4	4	3	3	3	1	3	2	7	In	
Militia Fighter	4	3	3	3	3	1	3	1	7	In	39
- Militia Leader	4	3	3	3	3	1	3	2	7	In	

SPECIAL UNITS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Demigryph Knight	4	4	3	4	3	1	3	1	8	MC	45
- Inner Circle Preceptor	4	4	3	4	3	1	3	2	8	MC	
- Demigryph	8	4	0	5	4	3	4	3	7	-	
Flagellant	4	3	3	3	3	1	3	1	7	In	41
- Prophet of Doom	4	3	3	3	3	1	3	2	7	In	
Great Cannon	-	-	-	-	7	3	-	-	-	WM	48
- Crewman	4	3	3	3	3	1	3	1	7	-	
Greatsword	4	4	3	3	3	1	3	1	8	In	40
- Count's Champion	4	4	3	3	3	1	3	2	8	In	
Huntsman	4	3	3	3	3	1	3	1	7	In	39
- Tracker	4	3	4	3	3	1	3	1	7	In	
Mortar	-	-	-	-	7	3	-	-	-	WM	49
- Crewman	4	3	3	3	3	1	3	1	7	-	
Outrider	4	3	4	3	3	1	3	1	7	Ca	46
- Sharpshooter	4	3	5	3	3	1	3	1	7	Ca	
- Warhorse	8	3	0	3	3	1	3	1	5	-	
Pistolier	4	3	3	3	3	1	3	1	7	Ca	46
- Outrider	4	3	4	3	3	1	3	1	7	Ca	
- Warhorse	8	3	0	3	3	1	3	1	5	-	
Reiksguard Knight	4	4	3	4	3	1	3	1	8	Ca	44
- Reikscaptain	4	4	3	4	3	1	3	2	8	Ca	
- Warhorse	8	3	0	3	3	1	3	1	5	-	

RARE UNITS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Celestial Hurricanum	-	-	-	5	5	5	-	-	-	Ch	53
- Acolyte	-	3	3	3	-	-	3	1	7	-	
- Warhorse	8	3	-	3	-	-	3	1	5		
Luminark of Hysh	-	-	-	5	5	5	-	-	-	Ch	52
- Acolyte	-	3	3	3	-	-	3	1	7	-	
- Warhorse	8	3	-	3	-	-	3	1	5		
Helblaster Volley Gun	-	-	-	-	7	3	-	-	-	WM	48
- Crewman	4	3	3	3	3	1	3	1	7	-	
Helstorm Rocket Battery	-	-	-	-	7	3	-	-	-	WM	49
- Crewman	4	3	3	3	3	1	3	1	7	-	
Steam Tank	0/Var	-	-	6	6	10	-	-	-	Ch	50
- Engineer Commander	-	3	4	3	-	-	3	1	7	-	

MOUNTS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Imperial Griffon	6	5	0	6	5	5	4	4	7	Mo	34
Imperial Pegasus	8	3	0	4	4	3	4	2	6	MB	34
Mechanical Steed	7	1	0	4	4	1	1	1	2	WB	31
The Imperial Dragon	6	6	0	6	6	6	3	5	8	Mo	34
War Altar of Sigmar	-	-	-	5	5	5	-	-	-	Ch	47
Warhorse	8	3	0	3	3	1	3	1	5	WB	var.

Troop Type Key: In=*Infantry*, WB=*War Beast*, Ca= *Cavalry*, MI=*Monstrous Infantry*, MB=*Monstrous Beast*, MC=*Monstrous Cavalry*, SC=*Special Character*, Mo=*Monster*, Ch=*Chariot*, Sw=*Swarms*, Un=*Unique*, WM=*War Machine*.



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ISBN 978-1907964688
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ENGLISH LANGUAGE
PRINTED IN CHINA
PRODUCT CODE
60 03 02 02 004

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